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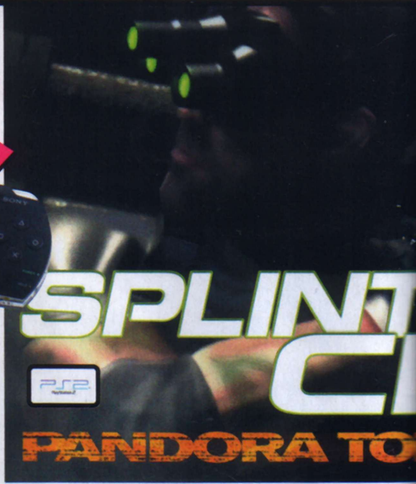

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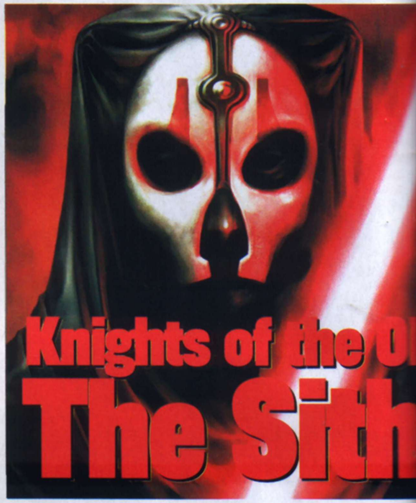

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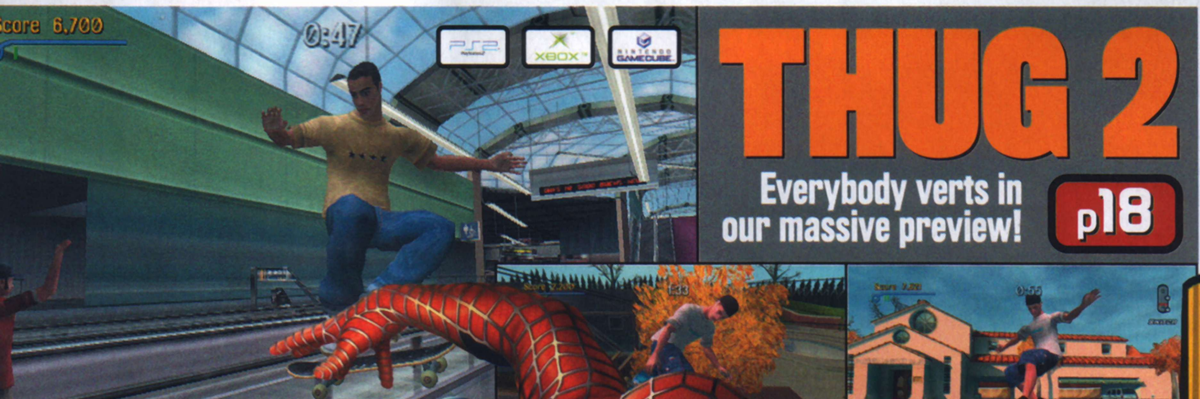

THUG 2

Everybody verts in our massive preview!

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TACTICAL ESP

METAL GE

We go Snake-charming to glean more goodies from this in-coming colossus!

SPIDER-MAN 2

The boldest slinger in town is back. Read the only review that matters!

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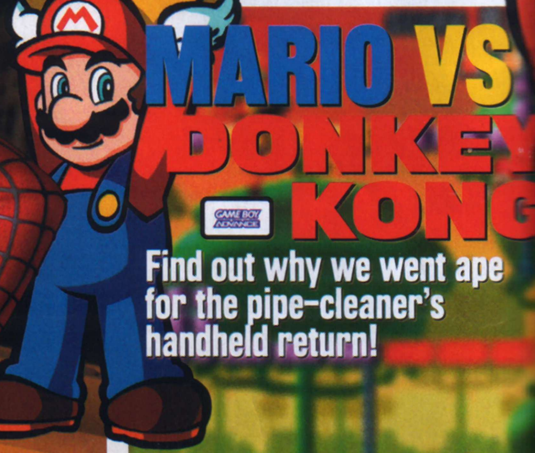

MARIO VS DONKEY KONG

Find out why we went ape for the pipe-cleaner's handheld return!

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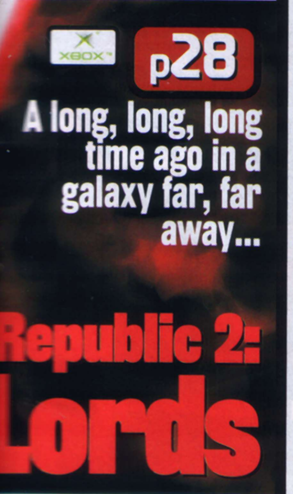

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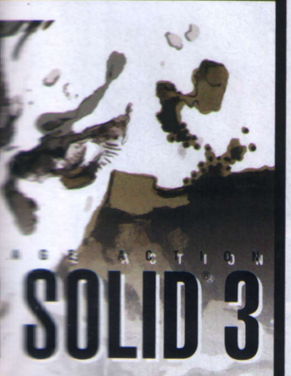
A long, long, long time ago in a galaxy far, far away…



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START READING… NOW!
You're only a *Team GM* away from the hottest gaming goss in the business…

T3AM GM

Who's the *Driv3r* in GM #149?

ROBIN ALWAY
3DITOR

FAV3 GAM3: *Spider-Man 2*
WORST GAM3: *L3g3nds of Wr3stling*
PSP OR DS: DS
FAVE DRIVING MOVIE: *Christin3*

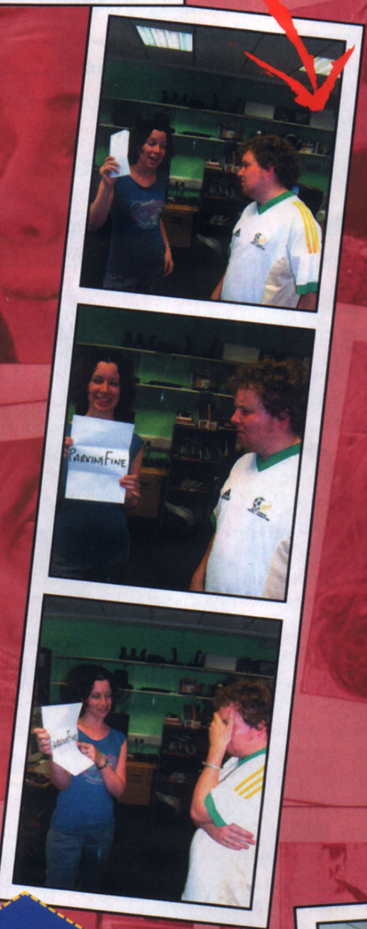
Just as Tom travelled the world a couple of months ago, Robin has decided to see if there's life beyond Bath. So far he's got as far as Swindon and is struggling to come to terms with the chang of lifestyle and language barrier. Don't worry, though, Robin's a fighter and he's vowed to go eve further. Reading, here he comes!

IAN LLOYD-3DWARDS
ART 3DITOR

FAV3 GAM3: *Spider-Man 2*
WORST GAM3: *S3v3n Samurai*
PSP OR DS: PSP
FAVE DRIVING MOVIE: *Smok3y and th3 Bandit*

Ali has been caught speeding by our super-cop, Ian.
Ian: *"Hello, little lady, you're driving very quickly there. I reckon you might be over the drinking limit."*
Ali: *No way, I've only had a sip.*
Ian: *OK, can I see your licence?*
Ali: *Sure, just hold my magnum of champagne and I'll get it for you.*

"Aha Tom! I told you I was a good driver and I've just got this letter off the council to confirm it. Look, it says here Parking Fine. See Parking FINE! Ha, in your face Wheat Crunchie Boy!"

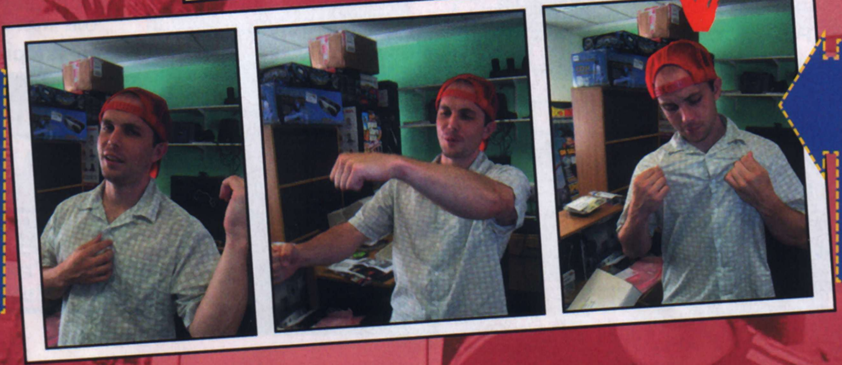


Ian has pushed his luck too far as an under-cover cop. He's in trouble, and his attorney is explaining just how deep...
Attorney: *"Ian, it's bad, this is a penal offence."*
Ian: *"Oooh my!"*
Attorney: *"Seriously, I doubt the prosecutor will drop his suit."*
Ian: *"Oooh, I should hope not!"*
Attorney: *"I think I'll have to check my briefs..."*
Ian: *"Oooh, you're a dark horse!"*
Blimey, now there's one bent cop!

ALI TURN3R
D3P ART 3DITOR

FAV3 GAM3: *Shr3k 2*
WORST GAM3: *Ground Control*
PSP OR DS: DS
FAVE DRIVING MOVIE: *Chitty Chitty Bang Bang*

"Those traffic cops know nothing about fashion. I just passed them in my convertible and they kept on shouting, "Pullover! Pullover!" What are they on?! This is quite obviously a short-sleeved shirt."



KATH BRIC3
STAFF WRITER

FAV3 GAM3: *Mash3d*
WORST GAM3: *Indy Car*
PSP OR DS: DS
FAVE DRIVING MOVIE: *H3rbie Go3s Bananas*

JO3L LOTTA LOVE
SNAP3D AV3NG3R

FAV3 GAM3: *Spid3r-Man 2*
WORST GAM3: *S3v3n Samurai*
PSP OR DS: PSP
FAVE DRIVING MOVIE: *Th3 Fr3nch Conn3ction*

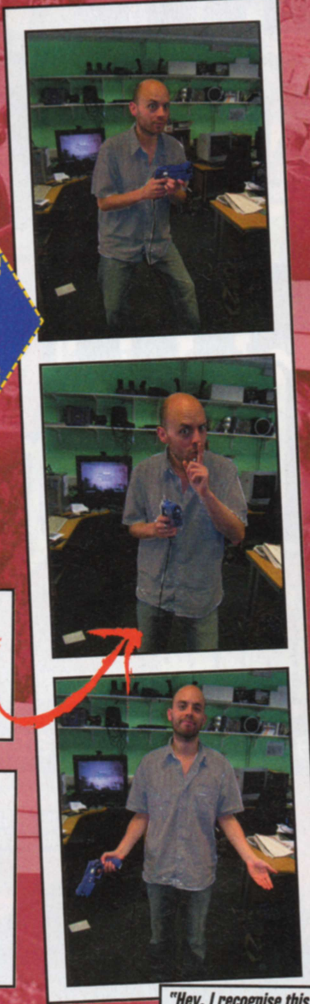
As all good things must come to an end, so must we say goodbye to Thomas East. He's off to become one of those Editor types on *Cheatzone* magazine. We're sure he'll pop back to see us now and again, but until then here are a few of his finest moments. Cheers Tom, you're a strange, small man... And we love ya.

THOMAS 3AST
D3PUTY 3DITOR

FAV3 GAM3: *Splint3r C3ll: PT*
WORST GAM3: *S3rious Sam GBA*
PSP OR DS: DS
FAVE DRIVING MOVIE: *The Cannonball Run*

J3S BICKHAM
R3VI3WS

FAV3 GAM3: *Mash3d*
WORST GAM3: *Sh3llShock 'Nam 67*
PSP OR DS: DS
FAVE DRIVING MOVIE: *Du3l*



Hey, Jes, what's with the grey shirt and slacks?
"Ssssssh! You'll blow my cover, you idiot. I'm a plain clothes policeman!"
Riiiiiight........

RYAN BUTT
STAND-IN 3D

FAV3 GAM3: *Splint3r C3ll: PT*
WORST GAM3: *Driv3r 3*
PSP OR DS: PSP
FAV3 DRIVING MOVIE: *Smok3y and Th3 Bandit 2*

"Hey, I recognise this level in Driver 3 *– I've been to that place in real life. It was when I was on holiday with a female relative..."*
What, Nice?
"No, it was my sister."

Tom: *"Was that you driving out there, Dave? You were all over the place."*
Dave: *"Yep [hic]!"*
Tom: *"Hold on, you've been driving and you're drunk!"*
Dave: *"Thank god for that, I thought the steering was bust."*

DAV3 HARRISON
R3VI3WS 3DITOR

FAV3 GAM3: *Spid3r-Man 2*
WORST GAM3: *Sh3llShock 'Nam 67*
PSP OR DS: PSP er... DS. Maybe.
FAV3 DRIVING MOVIE: *What's Up Doc!*

"I see Driver 3 *is set in Nice. I've been there recently and I really fancy going back to France. I've decided to visit a casino in a town south of Paris..."*
Toulouse?
"Don't be daft, I'm hoping to win."

MAP BOOK OF FRANCE
MAP BOOK OF FRANCE

B3TH INGRAM
PRODUCTION 3D

FAV3 GAM3: *Mash3d*
WORST GAM3: *L3g3nds of Wr3stling*
PSP OR DS: PSP
FAV3 DRIVING MOVIE: *Th3lma and Louis3*

Alex: *"It's brill, this* Driver 3 *level. The sun's out, there's the beach – it really is great. I wonder where it's set?"*
Beth: *"It's Nice"*
Alex: *"Yeah, my thoughts exactly, but where is it?"*

AL3X COOK3
R3VI3WS

FAV3 GAM3: *Full Sp3ctrum Warrior*
WORST GAM3: *Driv3r 3*
PSP OR DS: PSP
FAV3 DRIVING MOVIE: *Th3 Blu3s Broth3rs*

What are you doing tonight, Dan?
"I've got tickets to the opera! I can't wait!"
Oh yeah, who's performing? Pavarotti? That Welsh bloke?
"No, it's the Three Tanners! They really are the shiznit."

DAN GRIFFITHS
R3VI3WS

FAV3 GAM3: *Spid3r-Man 2*
WORST GAM3: *Forza Motorsport*
PSP OR DS: PSP
FAV3 DRIVING MOVIE: *Taxi*

Grand Theft Auto San Andreas

The countdown continues...

Everyone is talking about *GTA: San Andreas* being the biggest game in the world – they mean this in terms of expectation, potential sales and ambition. But the more we learn about the new *GTA*, we're slowly realising that it's quite literally the biggest game ever. It's big like space. It's a tsunami of a game. We swear that if you think about how big this game is, your head will swell to Charlie Brown proportions. While *Vice City* made the shops only 12 months after *GTA 3*, Rockstar have had twice as much time to make massive improvements to their already incredible *GTA* world. So, following on from last month's world's first shots, here's all the latest we've managed to discover.

A RIGHT STATE

Right, just how big is this game? Well, there are three cities – Los Santos, San Fierro and Las Ventura. Each one of these cities is as big as the whole of Vice City was. Then there's countryside in between the cities, and this rural area alone is roughly the size of two Vice Cities. So that's five times the size of Vice City! Sweet mother of pearl...

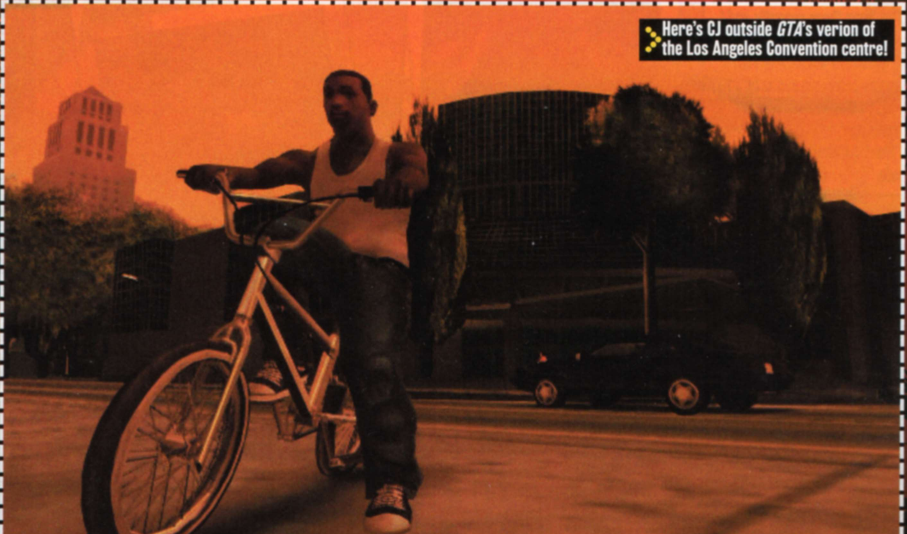
CJ MENTALITY

Just to recap, the game revolves around CJ Johnson, who returns to Los Santos to attend his mother's funeral. It's during this return visit from Liberty City that he gets drawn back into gang warfare, after hooking up with his old 'running crew' the Orange Grove Families. Other members of the gang are pals Smoke and Ryder, who are eager for CJ to get involved again with their territorial battles against other local gangs, such as the Ballas. But that's not the end of CJ's problems as his brother Sweet is rowing with their sister, Kendl. And Sweet's not too happy with CJ either, as he blames him for the death of their brother Brian. Basically, our man is in a world of shiznit.

PERSONAL GROWTH

Vice City touched upon customisation of the man character. You could pick Tommy's clothes, his cars and his residence. *San Andreas* takes this even further as now you can go to the barbers'. Oh yes. You can march CJ in for a high-top, a comedy 'fro or perhaps a Sol- Glo look – it's up to you.

>> And look, *GTA: San Andreas* was at E3!



> Here's CJ outside *GTA*'s verion of the Los Angeles Convention centre!

It's not just your hair that can change, either; CJ's body can as well. Eat too many donuts or pizzas and the pounds will start to pile on. And remember, every prison is full of fat guys who couldn't run away from the cops. The only way to a keep a fighting weight for CJ is to eat well and get yourself to the gym.

TURFING USA

San Andreas is a far less linear game than previous *GTA*s, and not just in terms of choosing which mission you do. The *San Andreas* world is always evolving, so territories you may have claimed for yourself (with help from your recruited gang members) might come under threat. Gamers will constantly have to monitor their property to keep it safe and keep the money coming in. Things will move pretty fast so make sure you keep up.

MAD SKILLZ

Remember in *Vice City* when you learned how to fly a chopper in the RC demolition mission? It was a new skill that you learned 'on the job', so to speak, and then exploited at your own leisure. Well, *San Andreas* has a similar learning structure. For instance, you'll learn how to break into a house in one specifically designed mission, but then you'll be able to repeat the procedure as often as you like whenever you're short of a few Benjamins.

THE COUNTRY LIFE

While the cities may be the obvious focal points, the environments in between are wriggling with life. There are coastlines, deserts, woods – there's even a bleeding mountain. A mountain! Populating this countryside are *GTA*-style Rednecks and Good Ol' Boys, all blessed with enhanced AI, as are all the NPCs in San Andreas itself . Oh and if you suddenly have the urge to go off-road, there's a quad bike to dick around on. Mama!

MANHUNTED

Remember, Rockstar North came up with *Manhunt* and so they've taken a few ideas over with them to *San Andreas*. For instance, you can now use the dynamic lighting to your benefit, *Splinter Cell*-style. You can hide in the shadows – perfect for evading the cops or getting into private residences undetected. This also allows you to tackle missions in a stealthy way if required. They've also used an aiming system similar to the one in *Manhunt*. In *San Andreas*, the auto-aim makes far better target choices than it did in *Vice*. Also, you'll be able to strafe, which should make those tense combat situations much more appetising.

GANGSTAS CAN SWIM

Obviously tired of the criticism that *GTA*'s lead characters can't swim, Rockstar have made CJ more of a water-baby. Some missions will include swimming, but mainly it will enable CJ to survive if his car ploughs off a bridge.

SPOKE TO THE HAND

The one thing that really excites us is the presence of bikes. Yeah, gangstas whatever... but bikes! Pump the ⊗ button (just like when you sprint) and CJ will pedal faster. Then by applying the brakes or shifting his weight he can pull wheelies! It's like *BMX Bandits*! Just think, you'll be able line up cars to jump over, nip down alleys where police cars can't follow or just go on bike rides in the country. Here's hoping for a *GTA* roof-rack for the cars, so you can take your bike on long journeys.

WISEACRES

The AI for the all the NPCs has been improved for *San Andreas*. This time they'll make comments about your character's weight if they're flabby and their haircut if it's a bit wack after your trip to the barbers'. These ambient characters are so detailed that they'll even have the accent relevant to their locality.

THE NEXT GTA

GAME BOY ADVANCE

San Andreas isn't the only *GTA* game coming out this year, as the long-awaited GBA *Grand Theft Auto* will be out this autumn. Details are thin on the ground, but Rockstar have recently bought UK developers Mobius (now called Rockstar Leeds) who were responsible for the excellent *Max Payne* GBA game. That game makes great use of an isometric viewpoint, so we could expect something similar for *GTA*. It's also been confirmed by Take Two, Rockstar's parent company, that they're developing two PSP games. *GTA* PSP perhaps?

ONE FOR MY HOMIES

Here's a little *San Andreas* cut-out-and-keep reminder for you. Just pop it in your wallet, caress it now and again, and then think about that amazing autumn day – Friday the 22nd of October. Make sure you're 'ill' that day so there's no distraction...

FRIDAY 22.10.04

PlayStation 2
grand theft auto San Andreas
TBC

p. 10 NEED FOR SPEED UNDERGROUND 2

The new souped-up image made *NFS* a massive seller last Christmas. Find out how EA plan to to keep their mean-streets racer at the top.

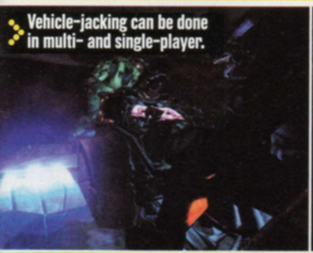
p. 12 LORD OF THE RINGS: THE THIRD AGE

Bet you thought you'd seen the last of the *Rings*, but EA don't need any more films as an excuse to release another Tolkien spin-off.

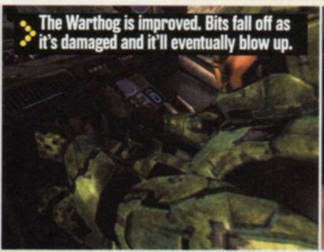
p. 14 DEVIL MAY CRY 3

Find out how Dante has bounced back from the disappointment of the first sequel. He's somehow younger, springier and now even eats pizza!

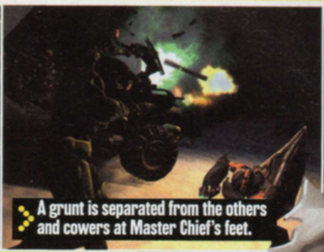
E BIGGEST NEWS FIRST! ◆ THE BIGGEST NEWS FIRST ◆ THE BIGGEST NEWS FIRST! ◆ THE BIGGEST NEWS FIRST! ◆ THE BIGGEST NEWS FIRST!



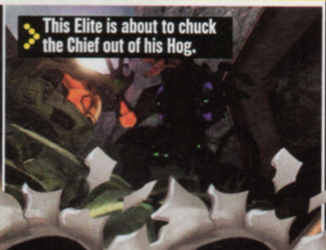
Vehicle-jacking can be done in multi- and single-player.



The Warthog is improved. Bits fall off as it's damaged and it'll eventually blow up.



A grunt is separated from the others and cowers at Master Chief's feet.



This Elite is about to chuck the Chief out of his Hog.

ELITE NEW HALO 2 SHOTS!

Single-player is looking like a blast!

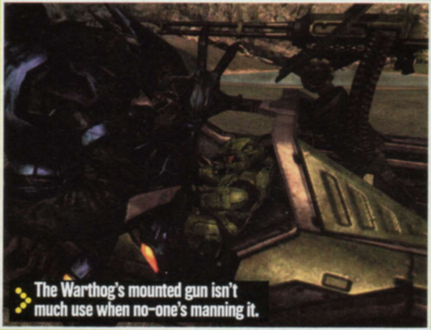
This year's E3 boasted a playable *Halo 2* at last, but Bungie kept us all focused on the multi-player side of things and remained tight-lipped about all things single-player and plot related.

But *GM* have nabbed the latest on single-player and some spanking new screenshots of Master Chief in his quest to save Earth.

We all know it's going to be set on Earth this time around, with Master Chief trying to see off the invading Covenant forces. But Bungie have also let slip that you might also travel to the Covenants' planet later in the game. More scripted events will ensure *Halo 2* feels more 'epic' than first time around and instead of just surviving from one checkpoint to the next you'll have objectives to fulfil in each mission.

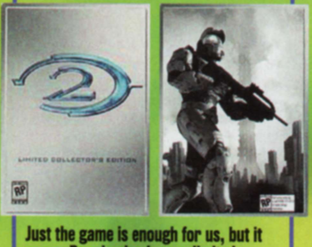
There are new alien types, namely the Brutes and the Prophets, and also special enemies that Bungie are keeping top secret until the game's release.

As we told you last issue, 9th November is the confirmed worldwide release date for *Halo 2* and Bungie are sticking by it.



The Warthog's mounted gun isn't much use when no-one's manning it.

COLLECTOR'S EDITION



Just the game is enough for us, but it seems Bungie also have a limited collector's edition planned, for the US at least. The game will come in a tin with a bonus disc that contains a 'making of', commentary from the development team and concept artwork. It sounds just like a proper DVD in fact! Let's hope we get to do more than gawp at this tin!

STOP PRESS! ARRESTS HAVE BEEN MADE IN CONNECTION WITH THE CYBER-THEFT OF HALF-LIFE 2 CODE!

XBOX NEXT

The next best thing to Xbox 2...

Microsoft are looking into the possibility of designing a console that combines a PC and Xbox.

Featuring a hard-drive and fully functional PC, the Xbox Next PC (as it's being called), would be played through a PC monitor, play current and next-gen Xbox games as well as PC games and come with Windows, a CD burner and DVD player. It'd also have built-in Xbox Live access.

It might be made or it might never see the light of day – just keep watching this space for further news.

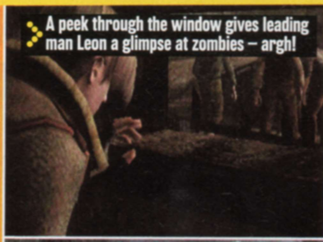
STOP PRESS! SONY HAVE ANNOUNCED THAT THEY HAVE SHIPPED MORE THAN 100 MILLION PS2S WORLDWIDE!

RESI 4: HAZARDOUS NEW CHARACTER!

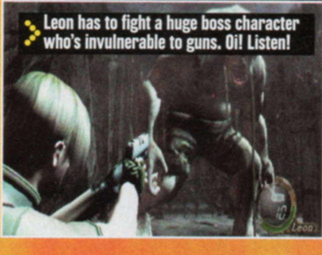
Play as the president's daughter...

E3's brand new *Resident Evil 4* demo showed off a section where the main character Leon has to keep the president's daughter, Ashley, safe from zombie attack. But Capcom have now revealed that Ashley is in fact the game's second playable character.

In the run-up to playing as Ashley, you first have to find her – she's wisely holed herself up in a secret hideout, a place that she's been taken to by a strange man. Is he friend or foe? That's one of the mysteries you'll have to solve when you get to play the game in February next year.



A peek through the window gives leading man Leon a glimpse at zombies – argh!



Leon has to fight a huge boss character who's invulnerable to guns. Oi! Listen!

UNDER THE SKIN

Resident Evil 3 characters Carlos, Jill Valentine and Nemesis are to feature in a new Capcom game called *Under the Skin*. One stage is set in Raccoon City and there players can transform from the main alien character Kozumi, into one of the *Resi* crowd. It's due out in Japan in August.

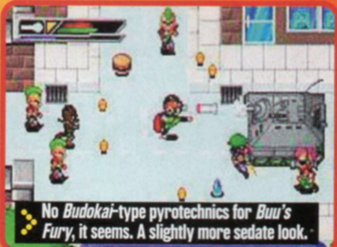
SCANDAL MONGER

SPIDEY 3 CRAWLS TO NEXT-GEN

Spider-Man 3, the film, won't be on our screens until 2007, but that hasn't stopped Activision from announcing their intention to publish the coinciding game. It's planned for the next generation of consoles as well as the PC.

DRAGON BALL BUU

Atari have released screenshots of *Dragon Ball Z: Buu's Fury* for the GBA. The game will let you play as Goku, Vegeta, Goten and Trunks, create fusion characters Gotenks and Vegito and fight and trade items with friends using a link cable. A release date is yet to be decided.



No *Budokai*-type pyrotechnics for *Buu's Fury*, it seems. A slightly more sedate look.

BE A GAME STAR

Following the Game Stars TV awards is a brand new gaming event that you can attend. Game Stars Live will give you the chance to get hands-on with tons of new games on every format – all you have to do is get yourself down to London between the 1st and 5th of September. Pre-booked tickets for the show are £5 for under 12s and £10 for adults and you can get them by visiting www.gamestarslive.co.uk or by calling 0870 272 0012. *GamesMaster* will be fronting the Groove Zone, so make sure you drop by...

*
Game
STARS
LIVE

Don't miss the opportunity to play all the big games of 2004 before they come out!

BIG SCREEN BONANZA

Sony Pictures have confirmed there's a *Getaway* film in the works. It was announced at the Cannes Film Festival, although there were no details on whether it would follow the plot of new *Getaway* game, *Black Monday*. The announcement follows the news that John Woo has signed up to direct films based on *Spyhunter*, *Metroid Prime* and *Rainbow Six*.

NO MORE RANDOM BATTLES!

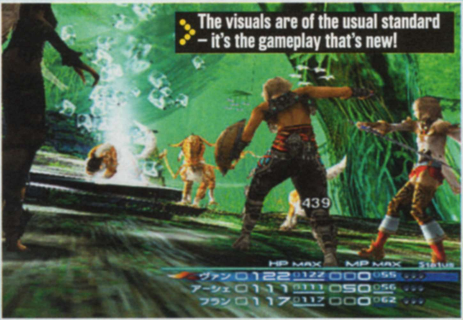
Fight shock for *Final Fantasy*!

If there's anything that gets on some people's man-breasts about *Final Fantasy*, it's the random battles, but the astounding news is that *FF12* isn't going to have them!

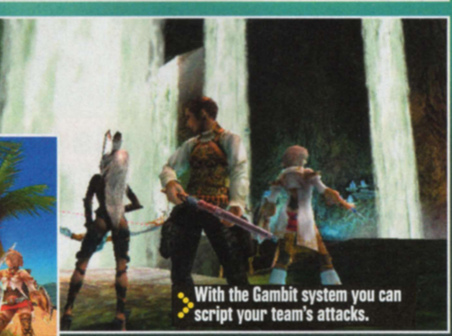
Now, instead of walking along and being dragged into a battle, you'll be able to see your enemy on screen before deciding whether to fight or not. And, as you can see from these amazing new screens, it looks like you might want to avoid some of these giant monsters. Not only are they massive beasts, but their AI has been improved so they can now detect sound and smells and some have invisibility powers.

Luckily you'll have some new skills too. We've duked it out with these critters and the good news is that not only can you move the camera around to get a better view, the long-range attacks seem to be more effective than ever. Also, using the Gambit system, you can get your team mates to use thunder attacks, steal or heal.

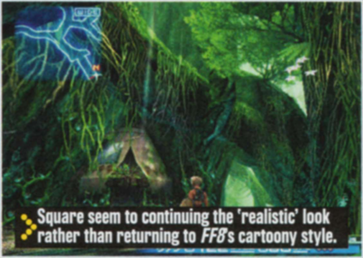
The only bummer is that *FF12* isn't even out in Japan till next spring, but we'll keep you posted on all the gossip.



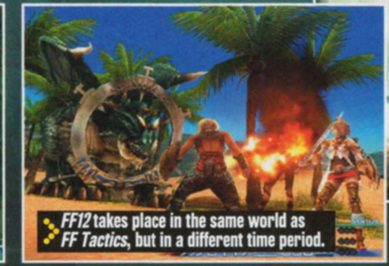
The visuals are of the usual standard – it's the gameplay that's new!



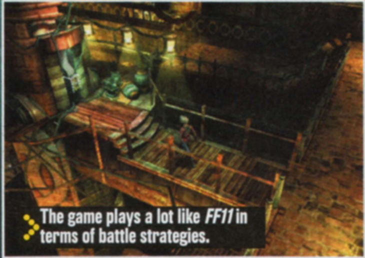
With the Gambit system you can script your team's attacks.



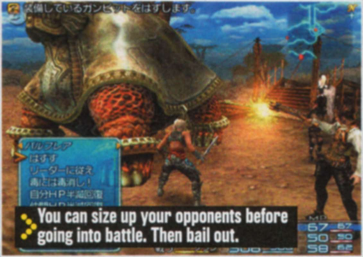
Square seem to continuing the 'realistic' look rather than returning to *FF8*'s cartoony style.



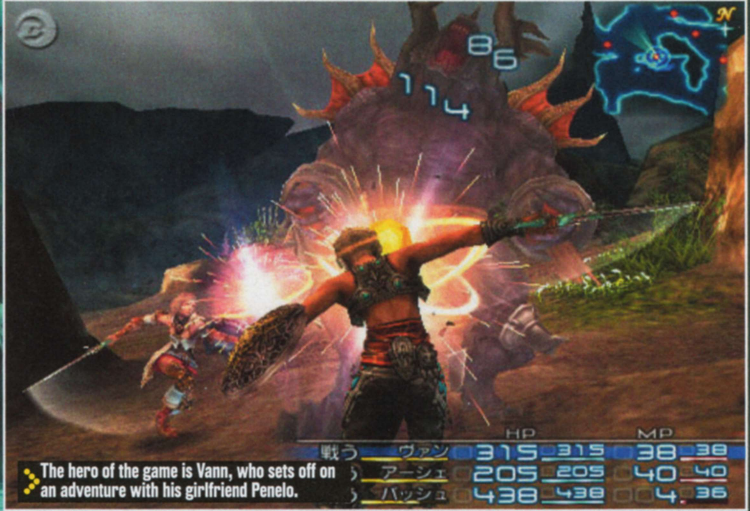
FF12 takes place in the same world as *FF Tactics*, but in a different time period.



The game plays a lot like *FF11* in terms of battle strategies.



You can size up your opponents before going into battle. Then bail out.

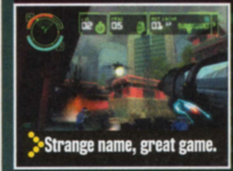


The hero of the game is Vann, who sets off on an adventure with his girlfriend Penelo.

SNOWBLIND

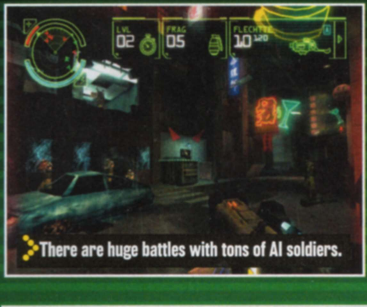
First shots of new shooter!

***Killzone*'s not going to nick the 'new *Halo*' mantle that easily after all. Yep, while everyone has been getting excited over Sony's shooter, Crystal Dynamics – the team in charge on the new *Tomb Raider* – have hit back with a stunning futuristic shooter, *Snowblind*.**

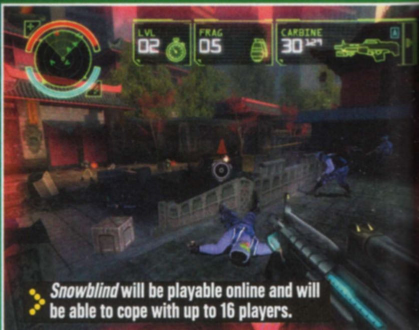


Strange name, great game.

We played it on PS2 and it looks incredible. You take the role of a futuristic soldier involved in civil conflict. What makes this stand out from other FPSs is the intensity of the action as *Snowblind* fills the screen with AI soldiers kicking lumps out of each other. Also there are some superb gadgets to use, such as plasma riot shields and a *Half-Life 2*-style 'kicker'. *Snowblind* is out on PS2 and Xbox in the autumn.



There are huge battles with tons of AI soldiers.



Snowblind will be playable online and will be able to cope with up to 16 players.

IN THE MIDNIGHT HOUR

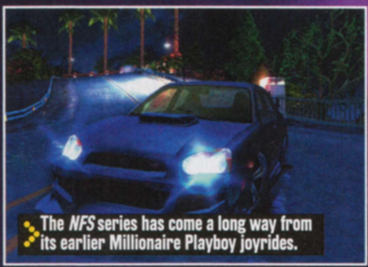
Is *NFS: Underground 2* trying to be *Midnight Club*?

Driving around a huge city in the dark, looking for races and events to get involved in. Sound familiar? Not it's not *Midnight Club 3*, but *Need For Speed Underground 2*.

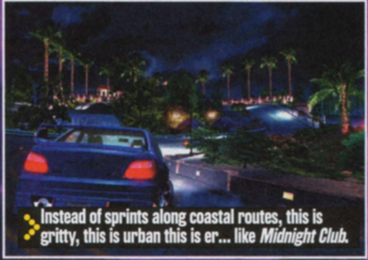
It seems that EA's chart-topping racer will be dipping its headlights to Rockstar's classic for its sequel, out on all formats this Christmas. While the last game was more of a traditional racer, this one lets you cruise around the city searching out rivals in a flashy business district, industrial estates and suburbs.

Not only are there 40 cars to drive in this sequel, but there are hundreds of car parts to buy and mess around with, from exhausts to chassis and even car stereos.

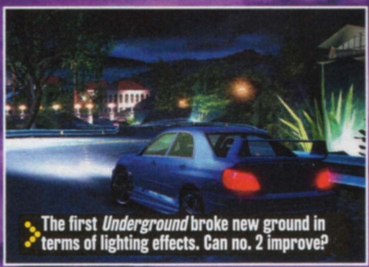
We'll be going underground very soon to bring you a full-on pedal-to-the-metal playtest.



The *NFS* series has come a long way from its earlier Millionaire Playboy joyrides.



Instead of sprints along coastal routes, this is gritty, this is urban this is er... like *Midnight Club*.



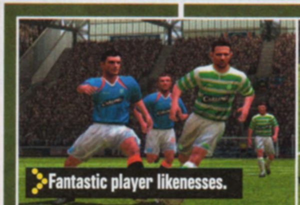
The first *Underground* broke new ground in terms of lighting effects. Can no. 2 improve?

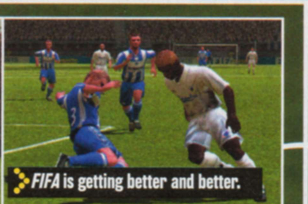
FIFA 2005 VS PRO EVO 4

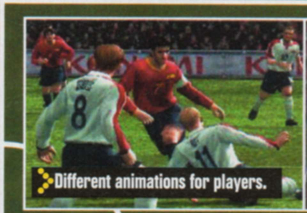
Two footy giants go head to head! Which will take the cup?

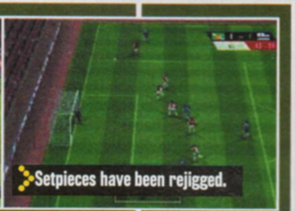
Euro 2004's nearly over and we're all getting set for the new Premiership season. Will Arsenal beat Chelsea to the title again? Will Norwich or West Brom go down?

But of course there's also going to be an almighty battle on PS2 between the two big guns of footy gaming: *FIFA* and *Pro Evolution Soccer*. *FIFA 2005* and *PES4* are both in the pipeline, and in this face-off there can only be one winner. We've played *FIFA* and bagged the first shots and facts in the world of *Winning Eleven 8* (the Japanese name for what will be *Pro Evo 4*) to add some perspective.


Fantastic player likenesses.


FIFA is getting better and better.


Different animations for players.


Setpieces have been rejigged.

THE NEW FEATURES

FIFA 2004

- The presentation will be TV-perfect, so you'll see Emile Heskey hold his head in his hands when he misses another sitter. It'll be like you're in Sky Sports.
- Your first touch will be better than Bergkamp's. Players can control the ball and take it past defenders more easily than before.
- Expect John Terry levels of defending, as good defenders can leap in front of shots and make match-saving blocks.

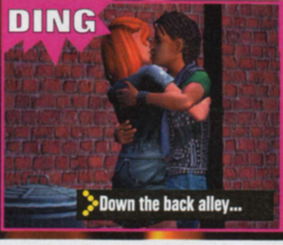
PRO EVOLUTION SOCCER 4

- *Winning Eleven 8* will have an evolutionary aspect for the Master League team, as players will get older and will hopefully improve with experience.
- There will be indirect free kicks. Now you should be able to touch the ball off for another player to hit!
- The ref will appear on screen and not only in the cutscenes.
- More specific moves for star players.

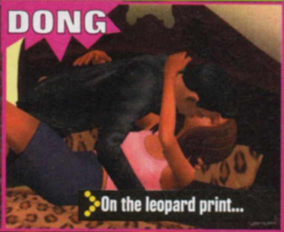
GM RECKONS

Winning Eleven 8 won't be out in Japan until August, but it is looking fantastic and we're expecting the usual mix of goalmouth excitement and realism. It will be tricky for *FIFA* to beat it, but we played EA's effort and it's good fun and an improvement on last year's *FIFA 2004*. The new features mean you have more time on the ball, but importantly the game hasn't been slowed down. It will take something special to shift *Pro Evo* though. Should be interesting.

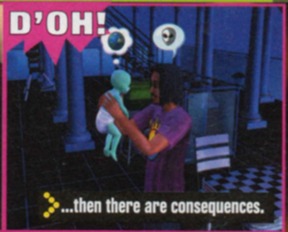
SLEAZY DOES IT!



Down the back alley...



On the leopard print...



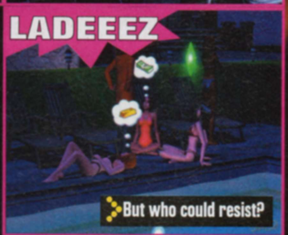
...then there are consequences.

The Sims 2 gets sexy – but it also seems to involve nappies...

Okay, you could have a little smooch in *The Sims Bustin' Out*, but as you can see from these new shots it's getting a bit more steamy in *The Sims 2*.

As we've mentioned before, you'll now be directing your Sim's life from birth, and taking them through everything from going out on the pull to getting their first kiss and even eventually having a baby. It looks like a lot of fun as you can get jiggy with it (if you manage to nurture and develop a suitably attractive Sim, of course). Alternatively, you can sod all that and just become a sleazy burglar.

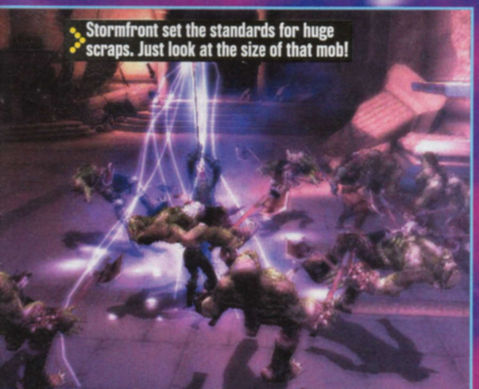
With its lush 3D looks, *The Sims 2* certainly looks sexier than the orginal *Sims* in every single way. The only bummer is that EA haven't announced a release date.



But who could resist?

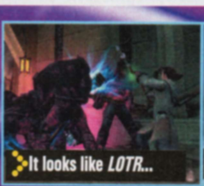
TIME TO GET OVER-REALMED

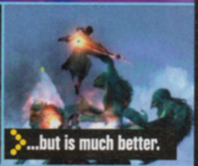
The *Two Towers* people get set to return with *Forgotten Realms: Demon Stone*


Stormfront set the standards for huge scraps. Just look at the size of that mob!

Stormfront Studios, the dragon-obsessed folk behind *Lord Of The Rings: Two Towers*, have now turned their attentions to the world of Dungeons & Dragons.

Published by Atari and due out on PS2 in September and Xbox around Xmas time, *Forgotten Realms: Demon Stone* is a single-player adventure using an improved *Two Towers* engine. You control a party of three – a fearsome fighter, a sneaky sorcerer and a ravishing rogue – as you battle hordes of monstrosities in a story scripted by cult fantasy novelist R.A. Salvatore. You can expect strategic combat (you switch between characters at will), stealth (the rogue boasts temporary invisibility), furious battle-scenes and more scaly inhabitants than the your local zoo. Probably. Expect a full playtest soon.


It looks like *LOTR*...


...but is much better.

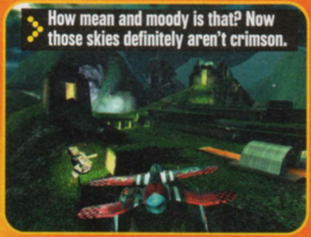
SCANDAL MONGER

GAIDEN OF HONOUR

Early reports suggest that the next *Ninja Gaiden* will be developed for Xbox 2. Chief *Gaiden* dude Tomonobu Itagaku said that the new *Ninja Gaiden* will be similar to the old one, but with new elements and weapons, but he's also mentioned that it won't be released before *Dead or Alive 4*, which has been earmarked for Microsoft's next console.

REVENGE IS SWEET

Completed *Crimson Skies*? Well done. Now Microsoft have created more work for you by releasing two new free-to-download levels on Xbox Live. You get three new planes, two new maps and two extra game modes – Chicken Pox and Gunheist. In Gunheist your team has to hold three anti-aircraft guns, while Chicken Pox has you capturing chickens which give you extra boost, instant reload and damage recovery. What are you waiting for?


How mean and moody is that? Now those skies definitely aren't crimson.

PS2 MONKEYBALL

Everyone's favourite monkey-rolling-in-a-ball game is heading for PS2 as it's rumoured *Super Monkey Ball Deluxe* will be on the console in January. No clues as to what the 'Deluxe' bit means, but we reckon it will be a mix of the GC *Monkey Ball*s. We'll let you know...

LORD OF THE BLINGS

Think *NBA Jam* is a bit stripped down? Well, in *NBA Ballers* you get to play one on one basketball. It sounds a bit silly, but it's got great reviews in America and it's more than just going out to shoot some hoops. For starters you can play as real NBA players and the idea is that there's a Career mode where you start at the bottom as a nobody, earning cash to buy stuff like a new watch. By the end you should have a smart house, car and chick. *NBA Ballers* is out on PS2 and Xbox in September.

THEY THINK IT'S ALL OVER

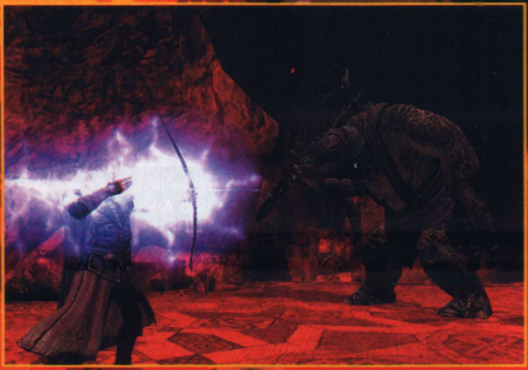
Oh dear. Anyone out there holding out for *True Fantasy Live* on Xbox or waiting to get their hands on *Daredevil* will be disappointed. Both games have been canned. We're particularly annoyed about *True Fantasy Online* as it was the only MMORPG on Xbox. *Daredevil*? Oh well... Life goes on.

WHAT ON MIDDLE EARTH IS GOING ON?

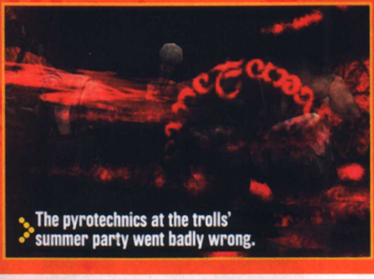
>> The films are finished, but the games keep on coming…

The Lord of the Rings might have been a trilogy according to Tolkien, but EA have got the film licence and they're not letting a small thing like the end of the story get in the way of more games.

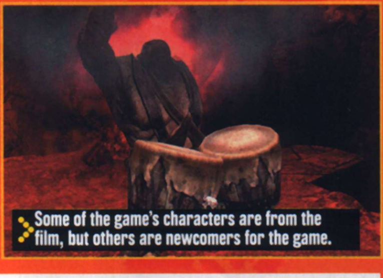
Battle for Middle Earth is the real-time strategy game they have coming out on the PC later this year, while *LOTR: The Third Age* is an RPG planned for all three consoles – and here are brand new shots of it! Playing as an unknown character, you have to recruit your Fellowship and battle through Middle Earth. Due out towards the end of the year, *Third Age* should ensure Frodo fans aren't left without their fix of adventuring for long.



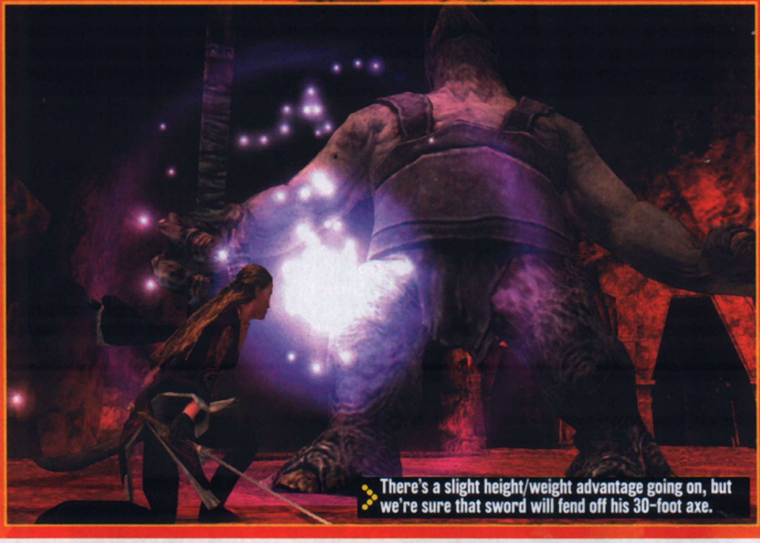
► Battle is entirely turn-based with plenty of opportunity to out-magic your enemies.



The pyrotechnics at the trolls' summer party went badly wrong.



Some of the game's characters are from the film, but others are newcomers for the game.



There's a slight height/weight advantage going on, but we're sure that sword will fend off his 30-foot axe.

SONIC, YU-GI-OH! AND BOMBERMAN – FIRST DS SCREENS!

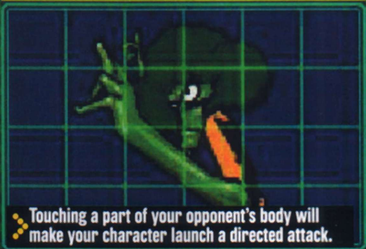
>> And will there be a DS *Ocarina of Time*?

Here are a clutch of the latest games confirmed for Ninty's DS, which could be going head-to-head with the PSP on 18th March.

In other DS news, Nintendo designer Kenichi Sugino has let it drop that it'd be easy to create a DS port of *Zelda: Ocarina of Time*, although there are no plans to do so just yet. Bah. For even more on the DS, turn to page 46 for our special feature. In the meantime, check out these brand new screen-shots.

EGG MONSTER HERO

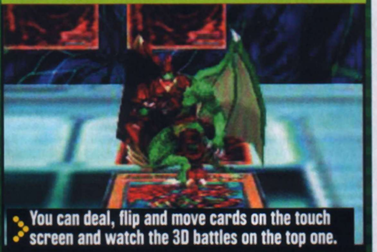
Publisher: Enix



Touching a part of your opponent's body will make your character launch a directed attack.

YU-GI-OH!: NIGHTMARE TROUBADOUR

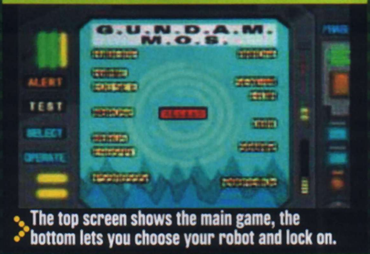
Publisher: KONAMI



You can deal, flip and move cards on the touch screen and watch the 3D battles on the top one.

GUNDAM

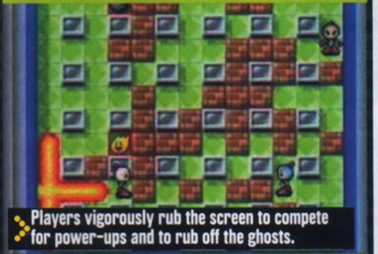
Publisher: Bandai



The top screen shows the main game, the bottom lets you choose your robot and lock on.

BOMBERMAN

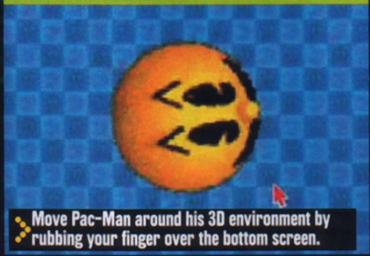
Publisher: Hudson



Players vigorously rub the screen to compete for power-ups and to rub off the ghosts.

PAC 'N' ROLL

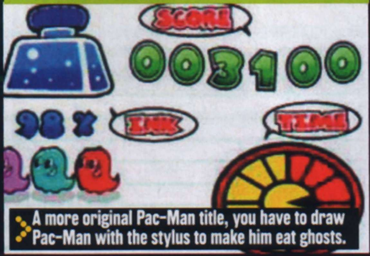
Publisher: Namco



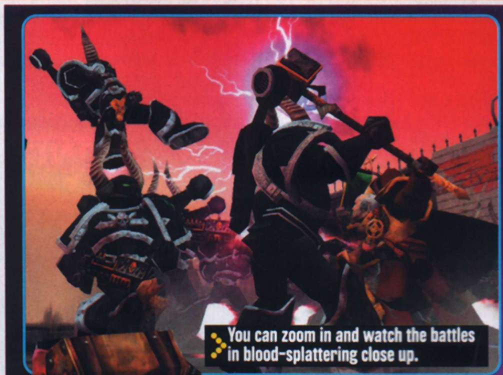
Move Pac-Man around his 3D environment by rubbing your finger over the bottom screen.

PAC PIX

Publisher: Namco



A more original Pac-Man title, you have to draw Pac-Man with the stylus to make him eat ghosts.



You can zoom in and watch the battles in blood-splattering close up.

You can play as one of four races, including Space Marines.

Build up your bases in between flattening orcs.

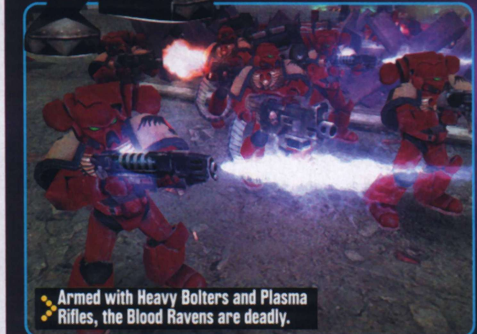
DICE OF WAR

>> *Warhammer* strategy for PC

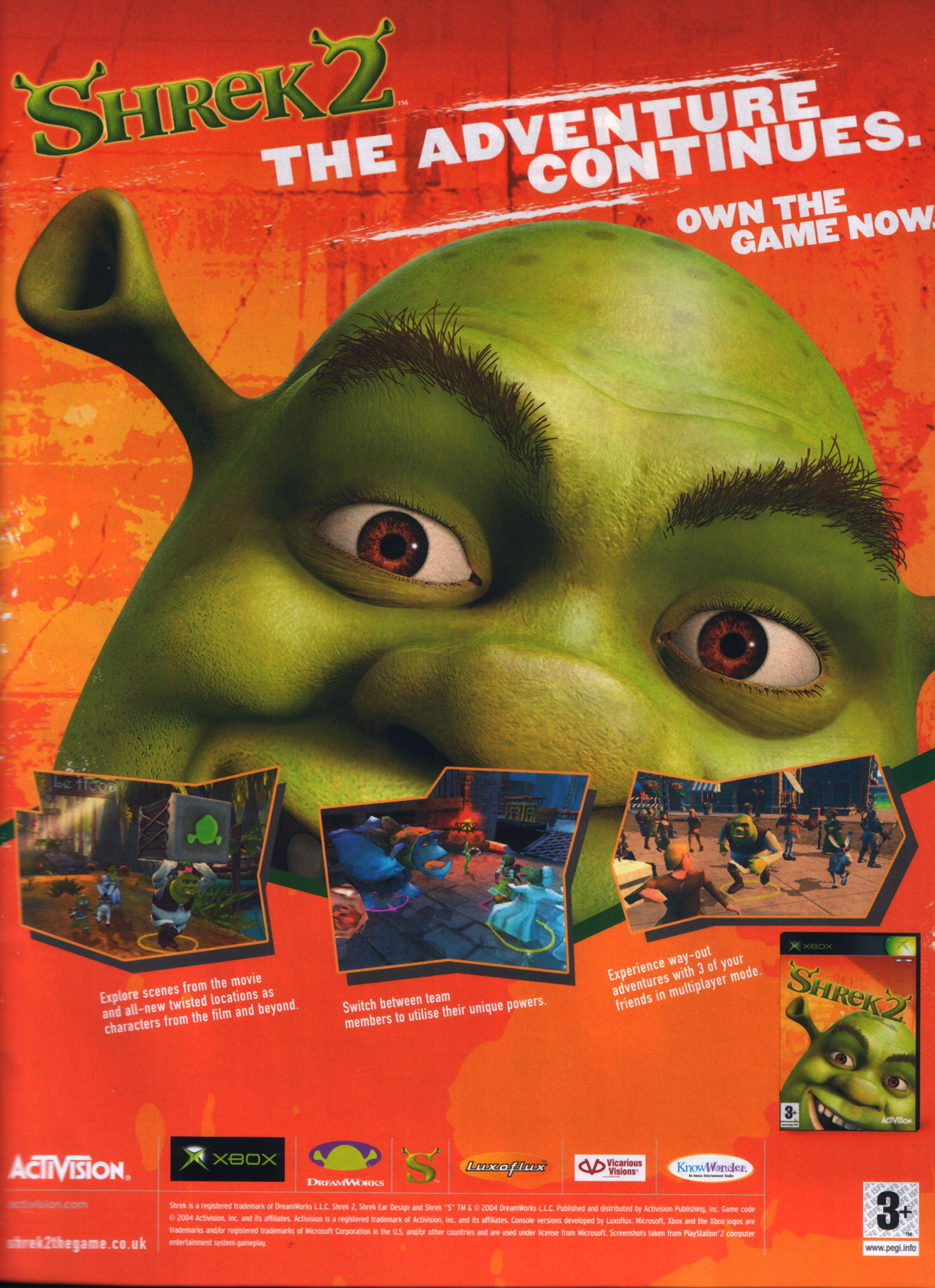
Hot on the heels of first-person shooter *Warhammer 40,000: Fire Warrior*, THQ are giving us *Dawn of War*, a PC real-time strategy game also set in the *Warhammer* universe.

Developed by Relic, the folk behind *Homeworld* and *Impossible Creatures*, this has you building bases and multiplying your race, then heading into combat. And with Relic planning more massive-scale frontline combat than anything else, it's guaranteed to be more exciting than throwing a dice across a table.

There are loads of multi-player options planned too – up to six players will be able to compete on a LAN or online. Due out in October, these are the first screenshots of the game you'll see. And very impressive they're looking, too…



Armed with Heavy Bolters and Plasma Rifles, the Blood Ravens are deadly.



Explore scenes from the movie and all-new twisted locations as characters from the film and beyond.

Switch between team members to utilise their unique powers.

Experience way-out adventures with 3 of your friends in multiplayer mode.

ACTIVISION.

activision.com

shrek2thegame.co.uk

XBOX DREAMWORKS Luxoflux™ Vicarious Visions KnowWonder An Amaze Entertainment Studio

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3+

www.pegi.info

RUN DMC!

>> *Devil May Cry* is finally back on top ass-kicking form!

The magic's gone… A big let-down… Uninspired. Just a few words we used to describe Dante's return in *Devil May Cry 2*. And that was being kind. But there's good news!

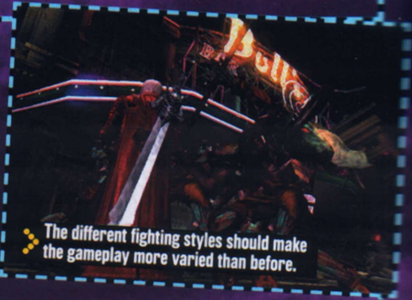
See, we loved the all-action hack-slash, double-gun assault of the original, but the second game was way too easy. Now, having played *DMC3*, we can report that it's more stylish than ever. And as you can see from these new screens, the backgrounds have been sharpened up and, even better, they are now destructible.

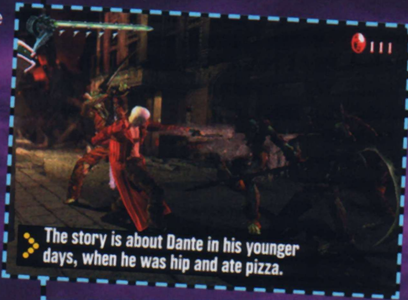
This is set before the original, with Dante as a younger, less grey action hero. But just because he hasn't learned the full extent of his magic powers doesn't mean he won't be belting demon butt from the off. See, what makes this even more spectacular is the way you can choose a different weapon for each hand, flipping your swords to create an ultra-stylish death.

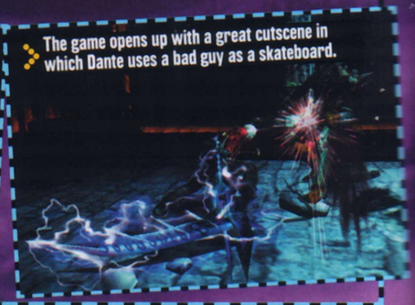
It all looks great, but will it be long enough? The main problem with *DMC2* was that it was all too easy, and while Dante's sword-slashing is sexier than ever, only time will tell if we're playing this for longer than four hours. *DMC3* will be released on PS2 in October.

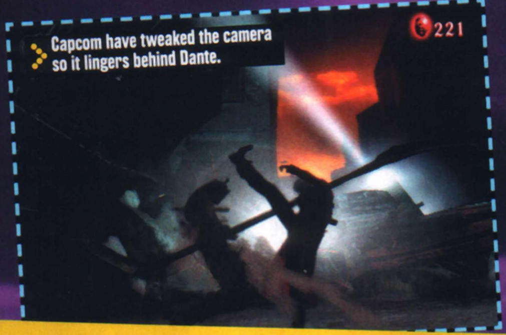
DANTE PEAKS

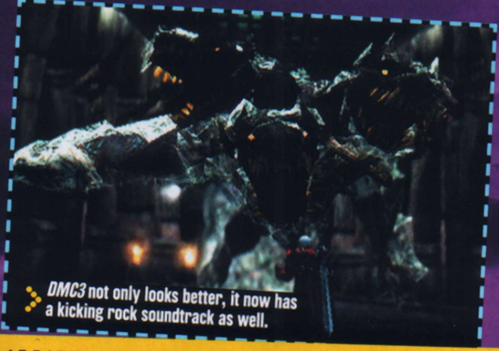
DMC3 is all about you and creating your unique Dante. At the start you can decide who you want Dante to be – a Gunslinger, a Sword Master, an acrobatic ass-kicking Trickster or a defensive Royal Guard. Then as you progress you'll learn more moves and get more experience to make you the ultimate warrior in your chosen field. So make sure you choose wisely.

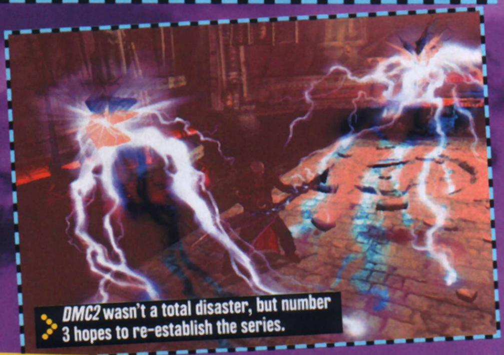

> The different fighting styles should make the gameplay more varied than before.


> The story is about Dante in his younger days, when he was hip and ate pizza.


> The game opens up with a great cutscene in which Dante uses a bad guy as a skateboard.


> Capcom have tweaked the camera so it lingers behind Dante.


> *DMC3* not only looks better, it now has a kicking rock soundtrack as well.


> *DMC2* wasn't a total disaster, but number 3 hopes to re-establish the series.

STOP PRESS! XBOX LIVE TO INCLUDE AN ARCADE SECTION AND VOICE CHAT – TALK TO MATES IN A SPECIALLY DESIGNED LOBBY!

TOON WITH A VIEW

>> Disney unveil a brave new world for kids…

War, famine, endless *Friends* re-runs. The world sucks – so why not inhabit a new one? A world where buildings are brighter than a MENSA member, the locals are smiley, happy people and the only threat comes in the form of caricatured, corporate types – called Cogs – who roam the land in their pinstripe suits, turning the garish skylines into a grey metropolis.

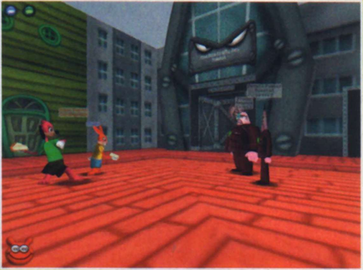
Toontown is a Massively Multi-player Online PC game designed for kids but equally enjoyable for the rest of us. The ultimate aim is to banish the Cogs but also to form alliances, partake in hugely compelling mini-games (in which days at a time can be lost!) and earn a repertoire of jokes – which then act as your defence against the tyrannical oppressors.

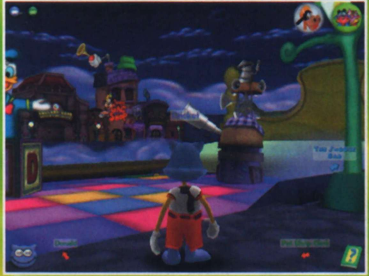
Come face-to-face with a Cog and you'll enter into a turn-based battle whereby you can call on your arsenal of japes to destroy them (fog-horns, pies in faces, piano-bombs – the list is huge), teaming up with friends to form a four-strong wall of tomfoolery.

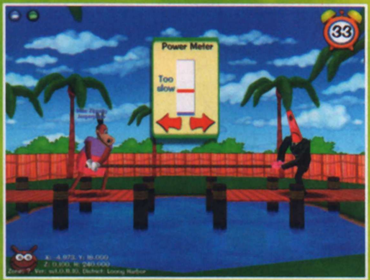
It's enchanting stuff – Massively Multiplayer Online RPG-ing has never been so accessible, and could lead to a whole new generation of virtual-world afficionados. There's no messing around with complex stuff like statistics and levels – just jump in there and off you go.

There's no actual game you go out and buy – you play directly over the internet from the website www.disney.co.uk/toontown, though you do need broadband to access it. You get a free three-day trial, but after that you have to pay a £6.99 monthly subscription (or £34.99 for six months, £59.99 for a year).

The website is up and running now, so you can have your free go and decide if the future's Massively Multiplayer – start growing that beard now…


▲ Once you confront a Cog, you, along with three other players (if they're nearby) use an assortment of gags as weaponry in a turn-based battle to the death.


▲ The Toon Town you explore is vast and populated by other online gamers – all of which you can meet, greet and team up with to conquer the world.



▲ There's a variety of addictive mini-games to play during your endless exploring. From *Pac-Man* clones to tugs-of-war, there's something for everyone.

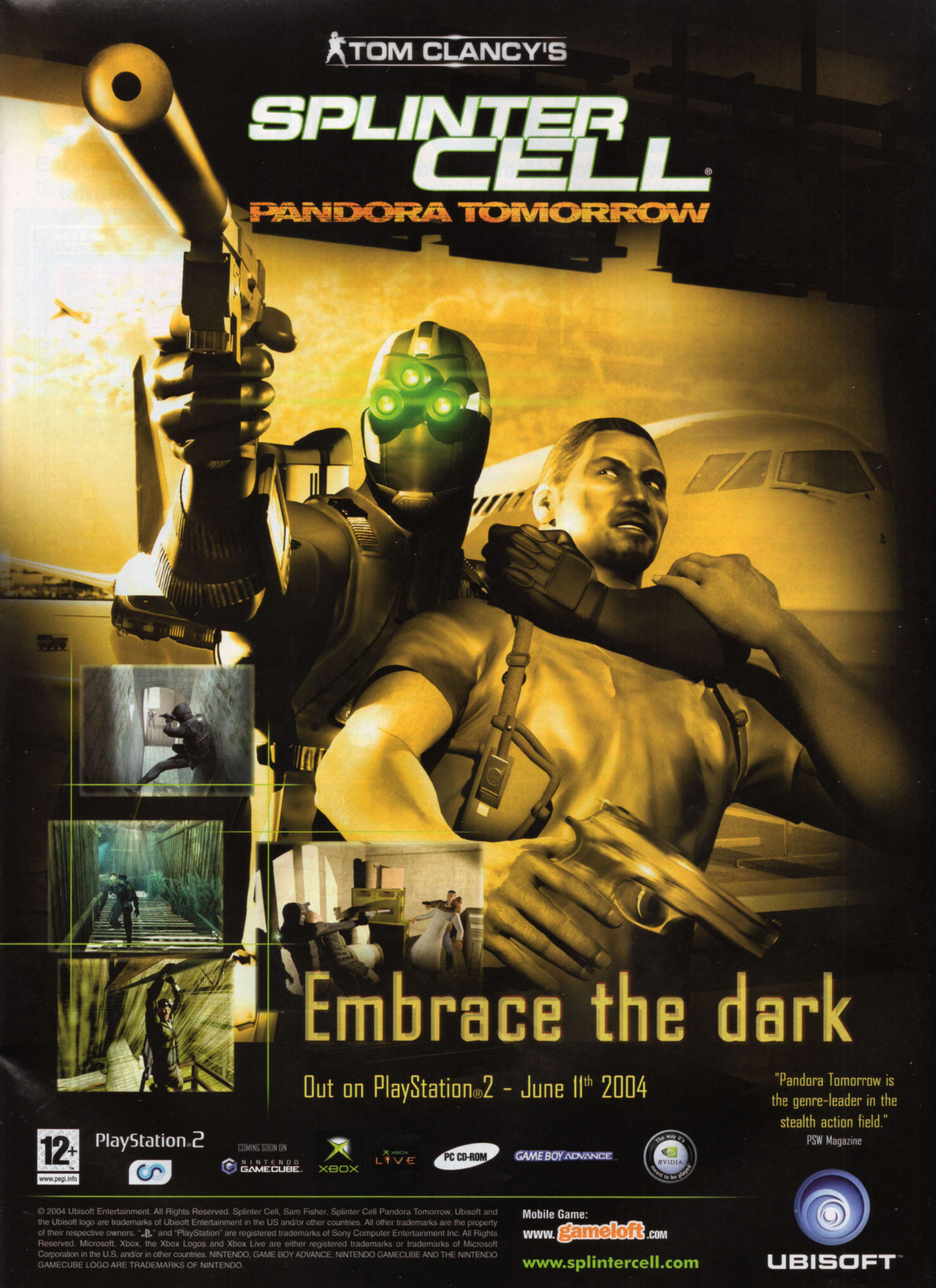
TALKIN' 'BOUT A REVOLUTION

>> N5 console named!

Ninty have already told us that the new Nintendo console will be a revolution, but now they have gone and given the thing an actual name! And guess what? It's called Revolution. Amazing.

Nintendo's president Saturo Iwata said that the new machine will not only be "a next generation machine, but a next-generation way of playing games." So it looks like we should be expecting something innovative like the DS. He reckons the next-gen console war won't be a polygon battle, saying: "I have gained a stronger belief that the old trick of success – the combination of high-spec game consoles and advanced graphics – no longer works." Clearly he believes a total revolution in the way we play games is the way forward.

Expect the big next-gen battle to kick off at next year's E3, when Nintendo intend to show off Revolution for the first time.



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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2003 ELSPA (UK) Ltd.
www.elspa.com Words: Tom East

UK TOP 20
GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS			
					Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Harry Potter: Prisoner of Azkaban	Top of the film and game charts. Just the hit parade to go...	PS2, GC, XB, PC, GBA	EA	1	-	-	2
2	UEFA Euro 2004	Proof that football isn't as good as quidditch. Or maybe not...	PS2, GC, XB	EA	2	1	1	5
3	Need For Speed Underground	EA give this the platinum treatment and take over the top three.	PS2, XB, GC	EA	7	-	-	2
4	Hitman: Contracts	So cool, even Becks has had his hair modelled after Agent 47.	PS2, XB, PC	Eidos	3	3	3	6
5	GT4 Prologue	Honestly, it's a glorified demo. Wait for *Gran Turismo 4*!	PS2	Sony	4	-	-	2
6	Pokémon Colosseum	Forget talking and start fighting. Pokémon know how it's done.	GC	Nintendo	3	1	-	3
7	Pro Evolution Soccer 3	The best footy game in the world goes platinum. Bargain!	PS2, PC	Konami	8	9	9	13
8	The Sims	How do they do that? The Sims are still hanging around the charts.	PC, PS2, XB, GC	EA	17	13	12	60
9	The Suffering	Prisons, violence, swearing. All the right ingredients for the top ten.	PS2, XB	Midway	8	7	9	4
10	Fight Night 2004	Featuring all the best boxers in the world, and Frank Bruno	PS2, XB, GC	EA	11	8	6	6
11	Sonic Heroes	We don't need another hero. Especially with Sonic and chums here.	PS2, XB, GC	Sega	13	11	8	18
12	Hyper Street Fighter 2	Those 20 fighters have a happy anniversary scrap. Ahh.. Bless.	PS2	Capcom	10	-	-	2
13	Singstar	Watch us wreck the mic... No really, you haven't heard us sing.	PS2	Sony	12	12	-	3
14	Ninja Gaiden	Far better than the *Teenage Mutant Ninjas* in last month's chart.	XB	Microsoft	15	5	4	4
15	Transformers	Optimus Prime loses his big robotic grip on the top ten.	PS2	Atari	16	10	7	5
16	Grand Theft Auto Vice City	Its 67th week here and we never run out of anything to say about it.	PS2, XB, PC	Rockstar	19	15	13	67
17	Van Helsing	A bit like *Devil May Cry*. Unfortunately it's more like the sequel.	PS2, XB. GBA	Vivendi	14	6	11	4
18	007: Everything or Nothing	For those who can't wait until the next bank holiday for a Bond fix.	PS2, XB, GC	EA	18	17	16	15
19	FIFA 2004	It's FIFA before it went on a summer holiday to the Algarve.	PS2, XB, GC, PC	EA	20	11	13	33
20	Smash Court Tennis 2	You can help little Timmy win a tournament. Go Henners!	PS2	Sony	-	-	-	1

US CHARTS

Americans have gone PC mental. An astonishing eight out of the top ten games are on those personal computers. And one of them's NASCAR. Now that really is mental.

US CHARTS

No. .Game	Format
1...Unreal Tournament 2004	XB
2...Battlefield: Vietnam	PC
3...Microsoft Flight Sim 2004	PC
4...Harry Potter: Azkaban	PC
5...Lineage 2: Chaotic Chronicle	PC
6...City of Heroes	PC
7...Far Cry	PC
8...NASCAR 2003	PC
9...Call of Duty	PC
10..DDR Max 2	PS2

POTTER

Like the film, the PS2 game is the best *Harry Potter* so far (ignore the PC version – it's crap!). And it has the added bonus of some fun EyeToy mini games. The only bummer is that the Dementors aren't very scary in the game.

▲ Harry will need to practise those Expecto Patronus spells if he is to survive the last dementor fight.

▲ Go on, give us a kiss. Preferably not a dementors' one though. In this adventure you can play as Ron and help Harry.

ROTTER

You wouldn't normally be surprised to see a *Gran Turismo* game near the top of the charts, but this is a bit of a shocker. Not that the cars and tracks aren't any good. It's the fact that you're being asked to fork out £25 for a demo.

▲ According to Kazunori Yamauchi *GTP* is like an advanced skill school, so you can get used to *GT4* before it comes out...

▲ Twenty-five big ones for a bit of *GT4* practice is a bit steep, though. Much better to wait for the real thing.

HOTTER

The holidays are nearly upon us and a tennis game is in the charts. Yep, summer is well and truly here. But don't bother going outside, you'll only get burned. Instead stay in and enjoy uninterrupted hours of gaming action.

▲ Anyone for tennis? Nah, we'll just stick to the Pimms and strawberries and cream. Mmm... Strawberries.

▲ It may be the best tennis you'll play on PS2 this summer, but *Smash Court* can't beat Sega's magical *Virtua Tennis*.

JAPAN CHARTS

Good to see that the Japanese like cartoony gang violence nearly as much as we do as *Grand Theft Auto: Vice City* goes in at number three. They prefer robots, mind...

JAP CHARTS

No. .Game	Format
1...Super Robot Taisen MX	PS2
2...Jissen Pachislot Hokutonoken	PS2
3...Grand Theft Auto: Vice City	PS2
4...Wario World	GC
5...Altelier Iris: Eternal Mana	PS2
6...Metroid Zero Mission	GBA
7...Tensho Gakuen Gensouroko	PS2
8...Densha De Go! Final	PS2
9...Pikmin 2	GC
10...Pachislot Toukon Densho	PS2

GAMESMASTER'S ESSENTIAL GAMING CALENDAR... FIND OUT WHAT'S IN THE SHOPS, AND WHEN...

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is, so you can find out exactly what's on the horizon for your chosen format.

JULY

2nd	EASTSIDE HOCKEY MANAGER	Sega	PC
2nd	SOLDIERS: HEROES OF WW2	Codemasters	PC
2nd	ATHENS 2004	Sony	PS2
2nd	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	GC
2nd	GROUND CONTROL 2: OPERATION EXODUS	Vivendi	PC
2nd	RICHARD BURNS RALLY	SCi	XB
2nd	RICHARD BURNS RALLY	SCi	PC
2nd	RICHARD BURNS RALLY	SCi	PS2
2nd	PERFECT ACE 2: THE CHAMPIONSHIPS	Oxygen	PS2
2nd	FUGITIVE HUNTER	Encore	PS2
2nd	DASH 8-300 PROFESSIONAL	Just Flight	PC
9th	SPIDER-MAN 2	Activision	PS2
9th	SPIDER-MAN 2	Activision	XB
9th	SPIDER-MAN 2	Activision	GC
9th	SPIDER-MAN 2	Activision	PC
9th	PHANTASY STAR ONLINE 3: CARD REVOLUTION	Sega	GC
9th	ONIMUSHA 3	Capcom	PS2
9th	SYPHON FILTER: OMEGA STRAIN	Sony	PS2
9th	SUPER MARIO BROS: NES CLASSIC	Nintendo	GBA
9th	DONKEY KONG: NES CLASSIC	Nintendo	GBA
9th	ICE CLIMBER: NES CLASSIC	Nintendo	GBA
9th	EXCITEBIKE: NES CLASSIC	Nintendo	GBA
9th	LEGEND OF ZELDA: NES CLASSIC	Nintendo	GBA
9th	PAC MAN: NES CLASSIC	Nintendo	GBA
9th	XEVIOUS: NES CLASSIC	Nintendo	GBA
9th	BOMBERMAN: NES CLASSIC	Nintendo	GBA
9th	CHAOS LEAGUE	Digital Jesters	PC
9th	MASTER OF ORION 3: BEST OF ATARI	Atari	PC
9th	LINE OF SIGHT: BEST OF ATARI	Atari	PC
16th	COMBAT ELITE: WW2 PARATROOPERS	Acclaim	XB
16th	FIRE EMBLEM	Nintendo	GBA
16th	THE SUFFERING	Midway	PC
16th	LAMBORGHINI FX	Titus	XB
16th	LAMBORGHINI FX	Titus	PC
16th	LAMBORGHINI FX	Titus	PS2
16th	707 PROFESSIONAL FOR FS2004	Microsoft	PC
23rd	FORMULA 1 2004	Sony	PS2
23rd	ISLE OF MAN TT SUPERBIKES	Jester	PS2
23rd	WINGS	Cinemaware	GBA
23rd	GHOST MASTER	Empire	PS2
23rd	DEFENDER OF THE CROWN	Metro 3D	GBA
23rd	ULTIMATE TRAFFIC FOR FS2004	Microsoft	PC
23rd	C130 HERCULES FOR FS2004	Microsoft	PC
23rd	CREATURES: EXODUS	Swing	PC
23rd	ALPHA BLACK ZERO	Playlogic	PC
23rd	RAF VULCAN FOR FS2004	Microsoft	PC
23rd	GT RACERS	Zoo	PS2

AUGUST

6th	LONDON TO YORK FOR MS TRAIN SIM	Microsoft	PC
6th	CATWOMAN	EA	PS2
6th	CATWOMAN	EA	XB
6th	CATWOMAN	EA	GBA
6th	CATWOMAN	EA	GC
6th	CATWOMAN	EA	PC
13th	CHRONICLES OF RIDDICK: BUTCHER BAY	Vivendi	XB
13th	GREAT BRITISH ELECTRICS FOR MS TRAIN SIM	Microsoft	PC
13th	DUSSELDORF – DORTMUND FOR MS TRAIN SIM	Microsoft	PC
13th	COMMUTER XPRESS FOR MS FLIGHT SIM	Microsoft	PC
20th	RAINBOW SIX 3: BLACK ARROW	Ubisoft	XB
27th	KARAOKE STAGE	Konami	PS2
27th	EVERYBODY'S GOLF 4	Sony	PS2
27th	AIRBORNE TROOPS	Playlogic	PC
27th	BULLETPROOF MONK	Empire	PS2
27th	BULLETPROOF MONK	Empire	XB
27th	BULLETPROOF MONK	Empire	GC
27th	FOOTBALL GENERATION	Midas	PS2
27th	EYETOY CHAT	Sony	PS2
27th	LEISURE SUIT LARRY	Vivendi	PS2
27th	LEISURE SUIT LARRY	Vivendi	XB
27th	LEISURE SUIT LARRY	Vivendi	PC
27th	GT R 400	Midas	PS2
27th	EVERQUEST 2	Ubisoft	PC
27th	PAINKILLER	DreamCatcher	XB
27th	SECRET SURFER	Scarlet	PC

SEPTEMBER

1st	STARCRAFT GHOST	Vivendi	PS2
1st	STARCRAFT GHOST	Vivendi	XB
1st	STARCRAFT GHOST	Vivendi	GC
1st	BATTLEFIELD 1942: WW2 ANTHOLOGY	EA	PC
1st	CONFLICT: VIETNAM	SCi	PC
1st	THE ROOTS	Cenega	PC
10th	WARHAMMER 40K: DAWN OF WAR	THQ	PC
10th	F117 STEALTH FIGHTER FOR FS2004	Microsoft	PC
10th	LULA 3D	CDV	PC
17th	GRAN TURISMO 4	Sony	PS2
17th	STAR WARS BATTLEFRONT	LucasArts	PS2
17th	PSI-OPS: THE MINDGATE CONSPIRACY	Midway	PS2
17th	PSI-OPS: THE MINDGATE CONSPIRACY	Midway	XB
17th	PSI-OPS: THE MINDGATE CONSPIRACY	Midway	PC
17th	MOTO GP 4	THQ	PS2
17th	WHO WANTS TO BE A MILLIONAIRE 2	Zoo	GBA
17th	CREATURE CONFLICT: THE CLAN WARS	Cenega	PC
17th	CONCORDE PROFESSIONAL FOR FS2004	Microsoft	PC
24th	STAR OCEAN: TILL THE END OF TIME	Ubisoft	PS2
24th	HALF-LIFE 2	Vivendi	PC
24th	THE SIMS 2	EA	PC
24th	FABLE	Microsoft	XB
24th	CHAMPIONSHIP MANAGER 5	Eidos	PC
24th	MEDAL OF HONOR: PACIFIC ASSAULT	EA	PC
24th	STAR FOX 2	Nintendo	GC
24th	JUICED	Acclaim	PS2
24th	JUICED	Acclaim	XB
24th	RESIDENT EVIL: OUTBREAK	Capcom	PS2
24th	CONFLICT: VIETNAM	SCi	PS2
24th	CONFLICT: VIETNAM	SCi	XB
24th	PACIFIC WARRIORS 2: DOGFIGHT	Midas	PS2
24th	BLOOD WILL TELL	Sega	PS2
24th	BLOWOUT	Vivendi	PS2
24th	BLOWOUT	Vivendi	PC
24th	BLOWOUT	Vivendi	XB
24th	ALTERED BEAST	Sega	PS2
24th	SILENT HILL 4: THE ROOM	Konami	PS2
24th	FLAT OUT	Empire	PS2
24th	ADIBOO AND THE ENERGY THIEVES	Vivendi	PS2
24th	CRESCENT SUZUKI RACING: SUPERBIKES	Midas	PS2
24th	AIRBORNE TROOPS	Playlogic	PS2
24th	COLIN MCRAE RALLY 2005	Codemasters	PS2
24th	COLIN MCRAE RALLY 2005	Codemasters	XB
24th	STALKER: OBLIVION LOST	THQ	PC
24th	MARIO TENNIS	Nintendo	GC
24th	MARIO TENNIS	Nintendo	GBA
24th	STAR WARS BATTLEFRONT	LucasArts	XB
24th	STAR WARS BATTLEFRONT	LucasArts	PC
24th	SILENT HUNTER 3	Ubisoft	PC
24th	POOL PARADISE	Ignition	XB
24th	OPERATION FLASHPOINT: COLD WAR CRISIS	Codemasters	XB
24th	TRUE FANTASY LIVE ONLINE	Microsoft	XB
24th	FULL SPECTRUM WARRIOR	THQ	PC
24th	LEGEND OF ZELDA: THE FOUR SWORDS	Nintendo	GC
24th	WARHAMMER ONLINE	Sega	PC
24th	MARIO GOLF: ADVANCE TOUR	Nintendo	GBA
24th	GIFTPIA	Nintendo	GC
24th	CUSTOM ROBO	Nintendo	GC
24th	BC	Microsoft	XB
24th	CUBIVORE	Nintendo	GC
24th	GEIST	Nintendo	GC
24th	NINTENDO PUZZLE COLLECTION	Nintendo	GC
24th	CALL OF DUTY: FINEST HOUR	Activision	GC
24th	MYST 4: REVELATION	Ubisoft	PC
24th	CREATURES: VILLAGE	Fusion Labs	PC
24th	GULF WAR	3DO	PC

OCTOBER

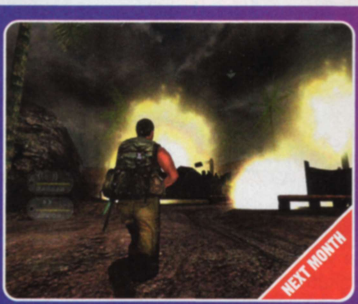
1st	WWE: DAY OF RECKONING	THQ	GC
1st	SHARK TALE	Activision	PS2
1st	SHADE: WRATH OF ANGELS	Cenega	PC
9th	PIKMIN 2	Nintendo	GC
15th	DUNGEON SIEGE 2	Microsoft	PC
15th	DONKEY KONGA	Nintendo	GC
22nd	GTA: SAN ANDREAS	Rockstar	PS2
22nd	DOOM 3	Activision	XB
22nd	DOOM 3	Activision	PC
22nd	METAL GEAR SOLD 3: SNAKE EATER	Konami	PS2
22nd	STAR WARS: REPUBLIC COMMANDO	LucasArts	PC
22nd	STAR WARS: REPUBLIC COMMANDO	LucasArts	XB
22nd	ROCKY LEGENDS	Ubisoft	XB
22nd	ROCKY LEGENDS	Ubisoft	PS2
22nd	BROTHERS IN ARMS	Ubisoft	PC
22nd	BROTHERS IN ARMS	Ubisoft	XB
22nd	PREMIER MANAGER 2004-2005	Zoo	GBA
22nd	X-MEN LEGENDS	Activision	XB
22nd	X-MEN LEGENDS	Activision	PS2
22nd	X-MEN LEGENDS	Activision	GC
22nd	HAMTARO: RAINBOW RESCUE	Nintendo	GBA
22nd	PROJECT MINERVA	Midas	PS2
22nd	RED NINJA: END OF HONOR	Vivendi	PS2
22nd	FORD RACING 3	Empire	PS2
22nd	STEEL DRAGON EX	Midas	PS2
22nd	OPERATION AIR ASSAULT	Midas	PS2
22nd	MARTIN MYSTERE	GMX	PC
22nd	SPECNAZ	GMX	PC
22nd	WARTIME COMMAND	Codemasters	PC
22nd	THE BARD'S TALE	Acclaim	XB
22nd	SHARK TALE	Activision	XB

NOVEMBER

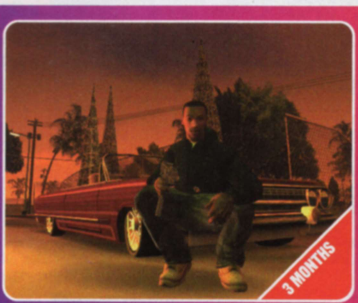
1st	WORLD OF WARCRAFT	Vivendi	PC
1st	NARC	Midway	PS2
1st	MORTAL KOMBAT: DECEPTION	Midway	PS2
9th	HALO 2	Microsoft	XB
26th	KILLZONE	Sony	PS2
26th	THE GETAWAY: BLACK MONDAY	Sony	PS2
26th	FAR CRY: INSTINCTS	Ubisoft	XB
26th	OUTRUN 2	Sega	XB
26th	GHOST RECON 2	Ubisoft	PC
26th	GHOST RECON 2	Ubisoft	XB
26th	SPLINTER CELL 3	Ubisoft	XB
26th	BLACK AND WHITE 2	EA	PC

WATCH OUT FOR...

SPIDER-MAN 2
We've been looking forward to this for ages and now it's almost here – hurrah!



CONFLICT: VIETNAM
Forget tired old Nazi-bashing – track Vietcong through the jungle instead.



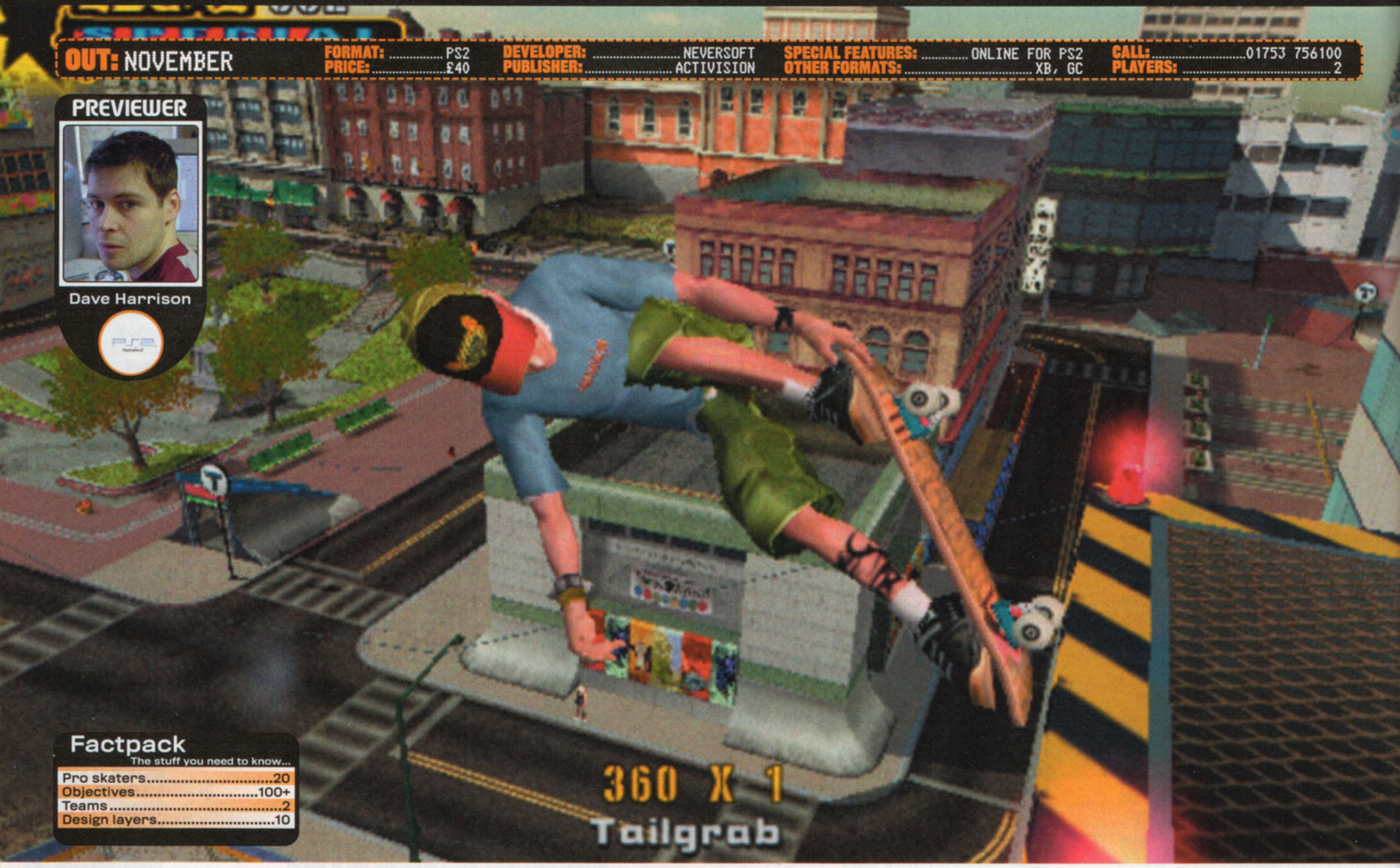
GTA: SAN ANDREAS
What can we say? Bigger and better than ever – you know you want it…

THE GETAWAY: BLACK MONDAY
It looks shinier, it moves better, and you still get to drive all round London.

MGS3: SNAKE EATER
We've played it! We get hands-on with Hideo's amazing rumble in the jungle. There's vomit, a young Ocelot and even flying pulpits! It just gets better and better.

OUT: NOVEMBER
FORMAT: PS2
PRICE: £40
DEVELOPER: NEVERSOFT
PUBLISHER: ACTIVISION
SPECIAL FEATURES: ONLINE FOR PS2
OTHER FORMATS: XB, GC
CALL: 01753 756100
PLAYERS: 2

PREVIEWER
Dave Harrison



Factpack
The stuff you need to know...

Pro skaters	20
Objectives	100+
Teams	2
Design layers	10

Tony Hawk's Underground 2: World Destruction Tour

Tony **digs a little deeper** underground as *THUG* delivers a new slant on urban terrorism. These are **uncertain times** for us all...

This winter, cities all over the world will be preparing themselves for imminent attack. Built-up areas will be strategically targeted in order to maximise the destruction and permanently scar the landscape. And this devastating assault could come from any direction and at any time.

So what is this new urban threat – religious extremists? Political activists? A giant Mr Stay Puft Marshmallow Man? Sadly no. It is in fact Bam Margera, Tony Hawk and a crew of baggy-ass skaters. The two extreme sport celebs have each assembled a team of skaters to tour major cities around the globe and then destroy them with the use of deck, truck and wheel.

Softography
These guys have also made...

THUG	90%
Tony Hawk's Pro Skater 4	93%
Tony Hawk's Pro Skater 3	94%
Tony Hawk's Pro Skater 2	91%
Tony Hawk's Pro Skater	90%
Spider-Man	79%

Press-ganged into the trip will be your created skater (complete with your very own fine features if you can get your PS2 online) as the Team Bam and Team Hawk face-off is the focus for *THUG 2*'s Story mode.

CRUISE CONTROL

As you travel from Boston to sites in Spain and Germany your character will develop his skills, pro skaters will be unlocked and the challenges will get dafter. It's all you'd expect from a game that is far more of an orthodox sequel to last year's complete restructure.

> "...there's a **Classic mode** that lets you **skate the new levels** but achieve the **old objectives**..."

Fans of the original *Pro Skater* games won't be disappointed, though, as in addition to the story-based destruction there's a new Classic mode that lets you skate the new levels, but to achieve the old objectives, such as the SKATE letters and finding the Secret Tape.

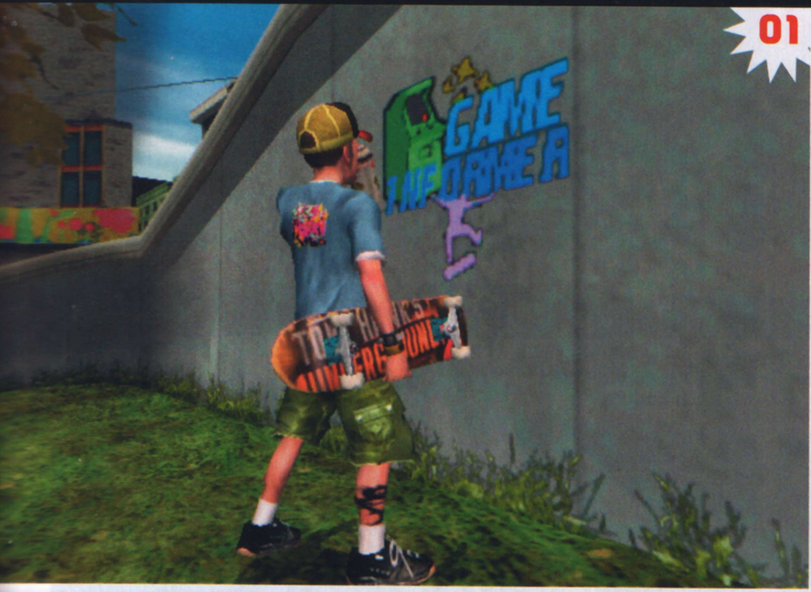
Basically *THUG 2* is a game that intends to just keep on giving as, piled together, there are more than 100 different objectives., creating a 'to-do' list of Biblical proportions.

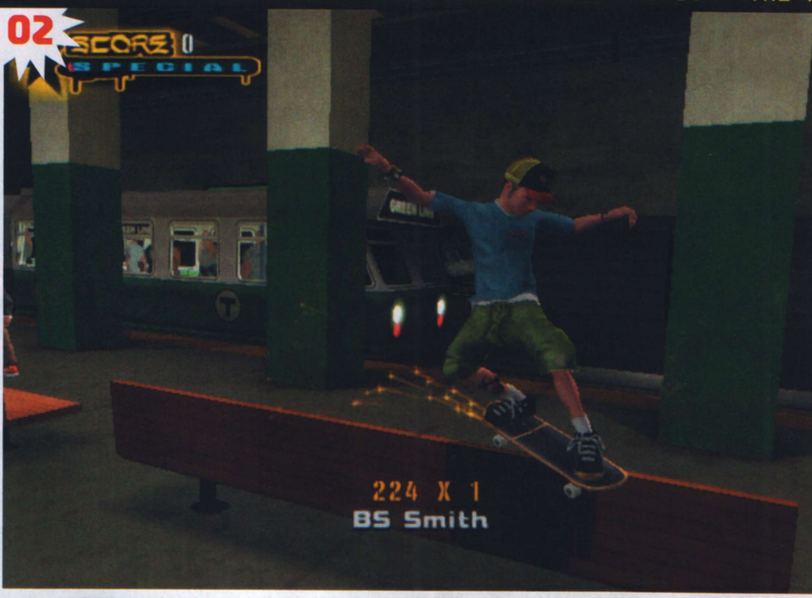
KOTOR 2
Bioware attempt to capitalise on last year's success with another trip back into ancient *Star Wars* history. Love will indeed be a Jedi tonight.

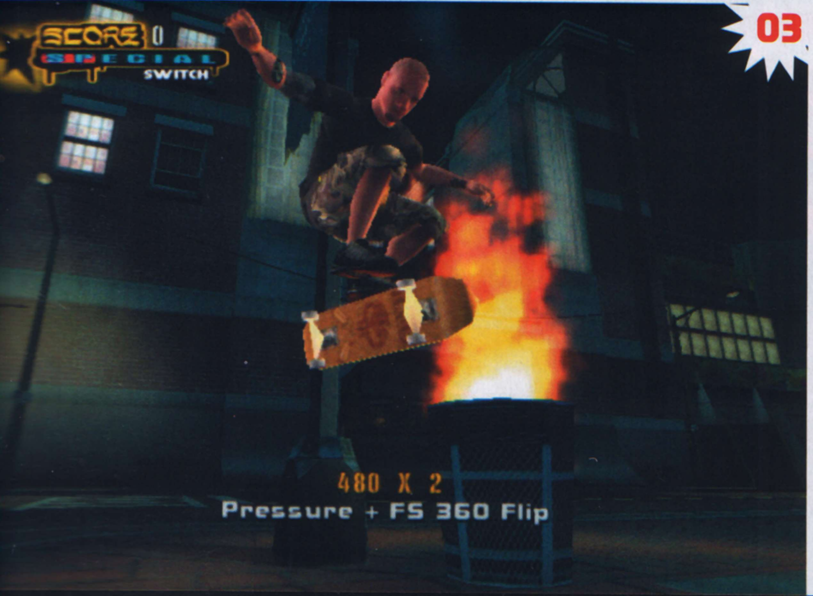
CRASHED!
p.40

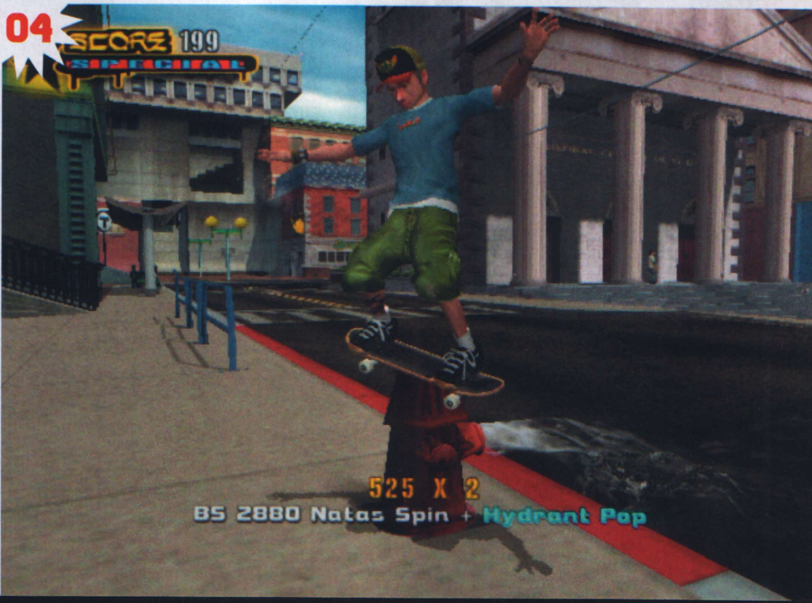
BURNOUT 3
It's the racer that bends, buckles and breaks like no other. Find out why Climax's smash-'em-up will be *the* game to play online this winter.

PLUS!
GEIST 24
CALL OF DUTY 26
SILENT HILL 4 32
JADE EMPIRES 34
DESTROY ALL HUMANS! 36
CONKER LIVE AND RELOADED 38


01
GAME INFORMER


02
SCORE 0
SPECIAL
224 X 1
BS Smith

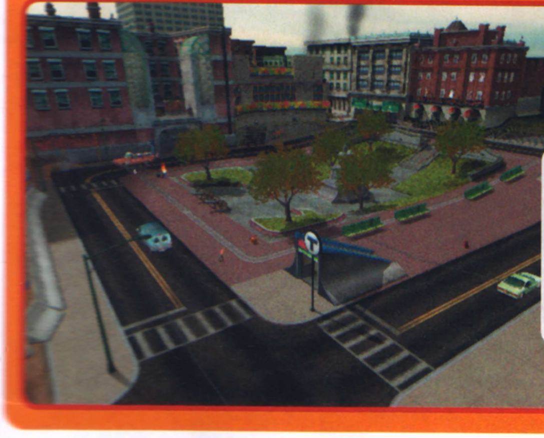

03
SCORE 0
SPECIAL
SWITCH
480 X 2
Pressure + FS 360 Flip


04
SCORE 199
525 X 2
BS 2880 Natas Spin + Hydrant Pop

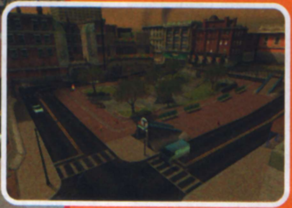
01 If destroying several major cities isn't anti-social enough, now you can vandalise places with your tag. Ahh bless... 02 There hasn't been a big overhaul of the control system. You can still hop off the board when you need to. What is new is the Focus mode – think Bullet Time for 'boarders. 03 Kick-flipping over fire not only looks cool it has a practical use – cannon-lighting. 04 Here's the new Hydrant Pop, a move made famous by skate legend Natas Kaupas.

>Better Skate Than Never

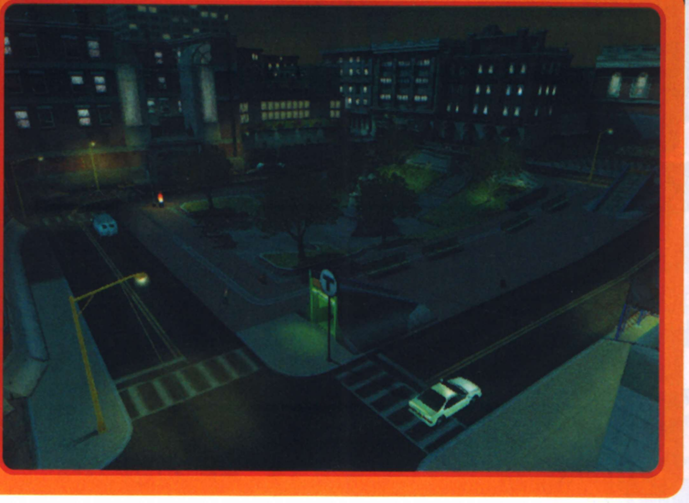
Skating, just like any occupation, has its own working hours – basically never in the morning. That would be uncivilised. So with this in mind, *THUG 2* has three different light settings to simulate afternoon, dusk and night.



◀ A great time for a spot of boarding – perfect vision, but watch out for all the traffic.



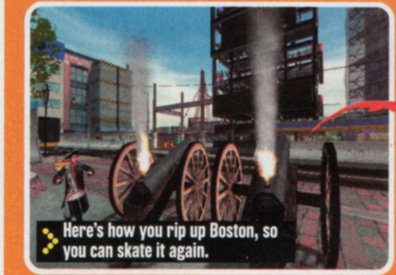
▼ I make that a quarter to skate. As the night draws in your vision will be impaired. Obviously.



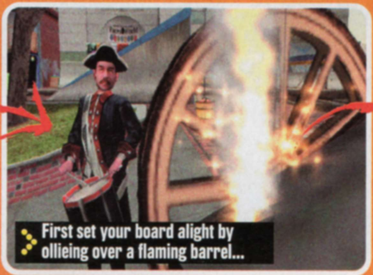
▶ And just to show how clever the lighting system is, here's proof *THUG* can do night-time.

Skate It – Destroy It – Skate It Again!

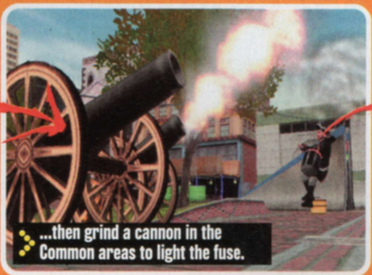
THUG 2 has taken inspiration from the Los Angeles level in *THPS 3*, which was remarkable for the earthquake that completely changed the skating landscape. So in each city there's a destructive event that can be activated which completely changes the environment. In the first level, which is set in



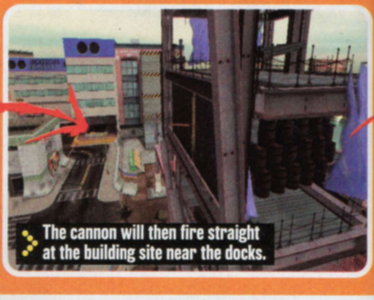
Here's how you rip up Boston, so you can skate it again.



First set your board alight by ollieing over a flaming barrel...



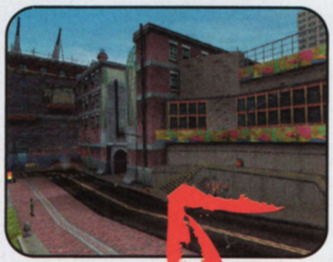
...then grind a cannon in the Common areas to light the fuse.



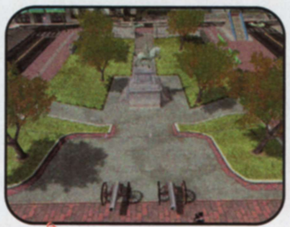
The cannon will then fire straight at the building site near the docks.

The Boston Glee Party

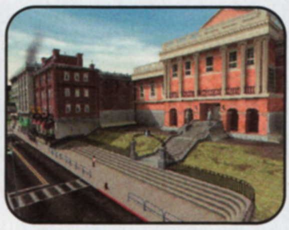
The first on the global tour is the city of Boston, one of the US's most historical cities, home to the Red Sox, 'de Oirish' and of course *Cheers*. As *THUG 2* is expanding on the new direction that was established in the original game, Neversoft have had more time to work on the levels, which are teeming with activity.



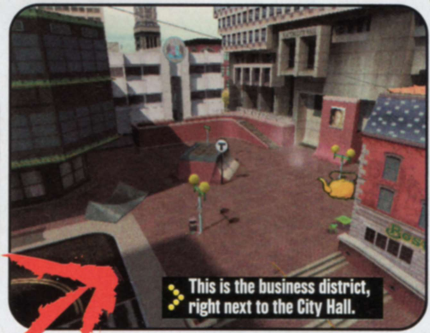
These are the apartments in Boston and in each of the different areas of the city you'll find different characters that will throw down challenges for your skater. The more destructive the better, so expect to knock heads off statues and spread chaos.



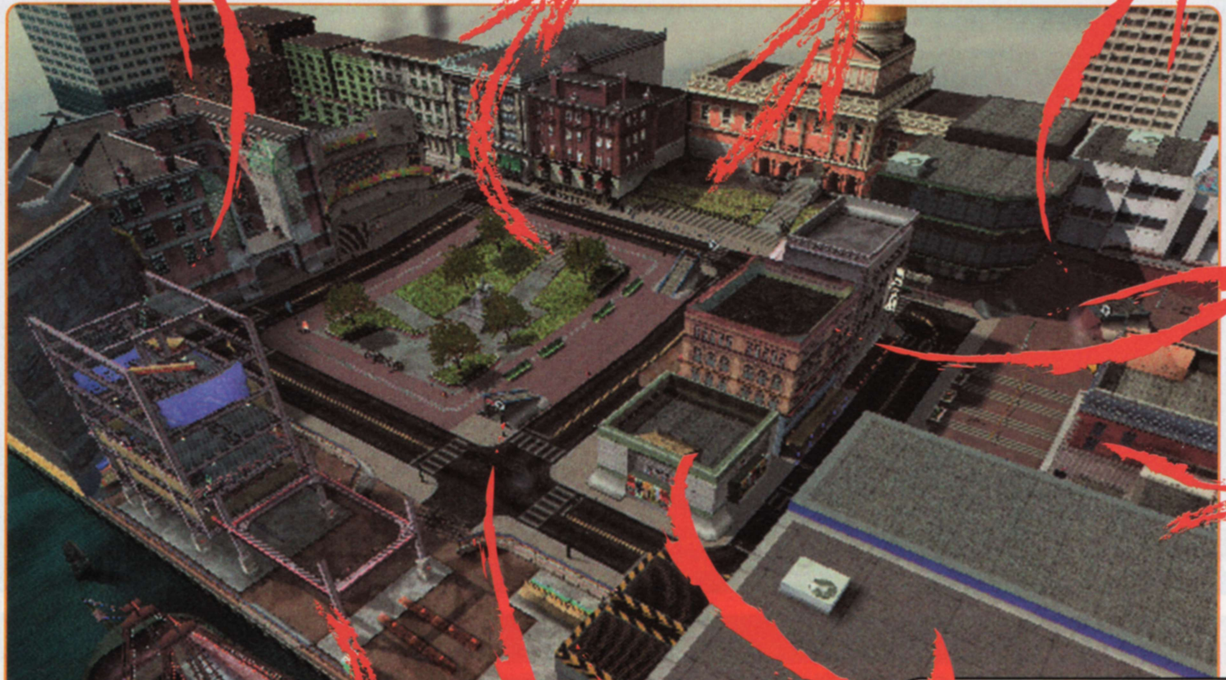
Those cannons looks interesting.

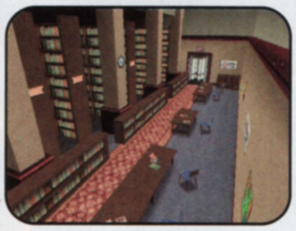


Here's the State House and 'Jeers'.

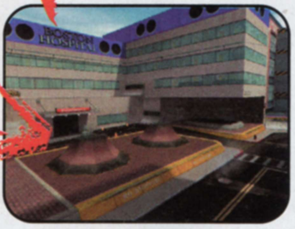


This is the business district, right next to the City Hall.

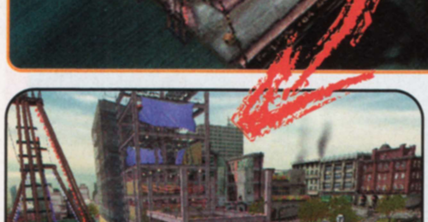




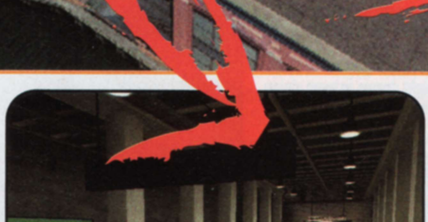
Here's the interior of the library, which is the perfect, peaceful and refined place to let rip with nasty grinds and shelf-mashing tricks. Some of the walls could with decorating as well. We wonder...



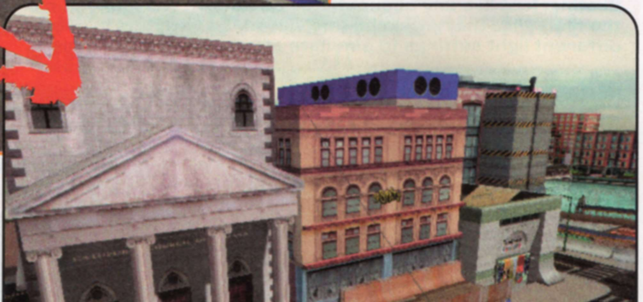
Here's Boston's hospital, the location of which is always useful for any hardcore skater. There's a couple of very inviting circular ramps out the front.



Here's the dock, the site of the famous Boston Tea Party. Y'know, with the Mad Hatter etc.

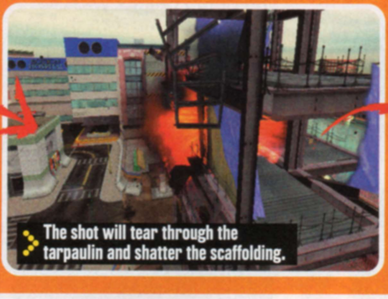


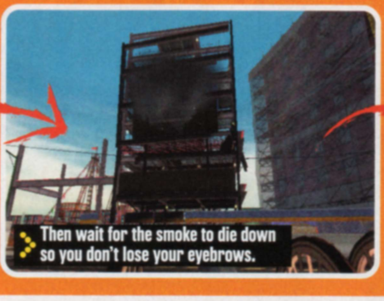
There's more than meets the eye, as below the streets there's a subway section.

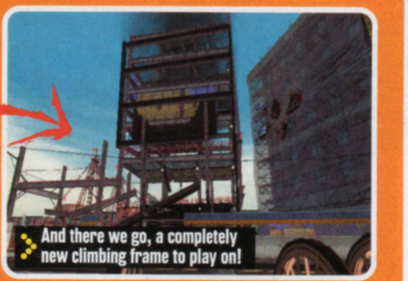


Here's the church and the library, which also has an interior.

Boston, there's a pair of cannons sat opposite a lump of scaffolding. It doesn't take a genius to figure out what to do, but once the eyesore comes down there's loads more to skate. This game is all about the giving.

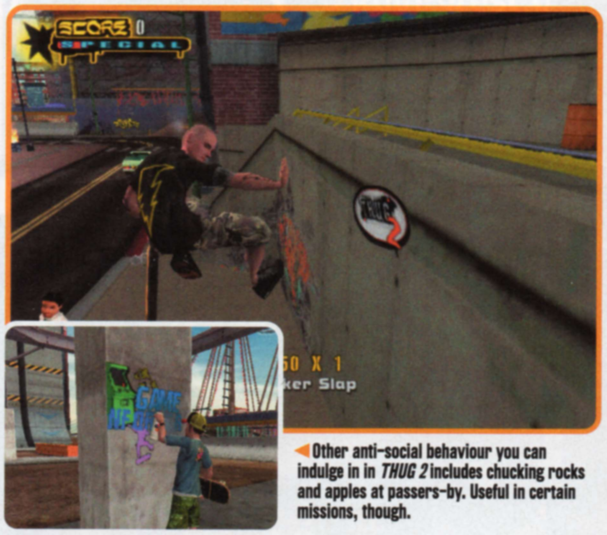

The shot will tear through the tarpaulin and shatter the scaffolding.


Then wait for the smoke to die down so you don't lose your eyebrows.


And there we go, a completely new climbing frame to play on!

Sticking On Both Sides

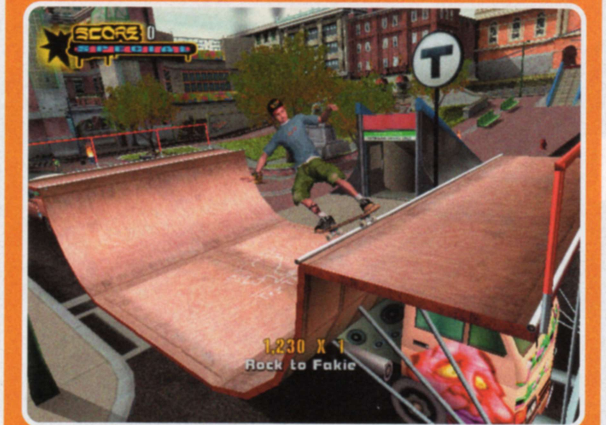
Tony Hawk's games have always been big on customisation, from the clothes to the decks. Now you can design your own stickers and pop them wherever you want.



Other anti-social behaviour you can indulge in in *THUG 2* includes chucking rocks and apples at passers-by. Useful in certain missions, though.

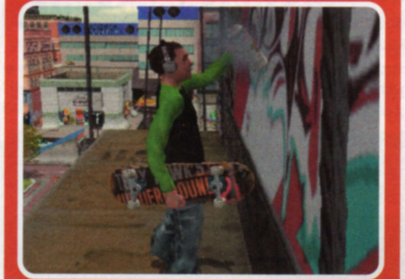
Focus Pocus

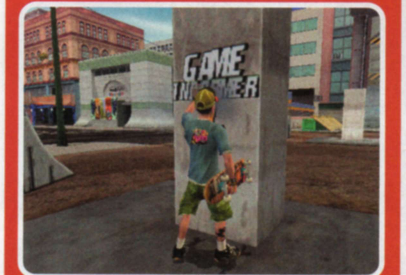
New for *THUG 2* is a Focus mode, which uses the Special Bar in a different way than before. Once the bar is maxed out, you'll be able to enter the Focus mode, which slows down the action enabling you to concentrate on nailing every single trick. The better the tricks, the more your Special Bar will be topped up and the longer you'll stay in the Focus mode. It could go on forever.



Spray You, Spray Me

It's all gone a bit *Jet Set Radio* in *THUG 2* as now your skater can mark his territory by taggin' the walls. Just like the stickers, you'll be able to design your own tag using up to 10 layers of patterns. So amid all the mindless destruction there's a little creativity.

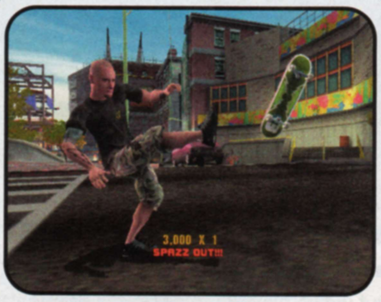

The bigger the combo your skater executes before he tags, then the bigger the tag will be.



Hopefully this will be a big feature for online play, with different skaters marking their territory.

Make Or Break

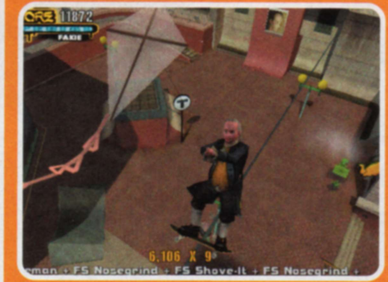
While the Special Bar has always been there to reward great skating, there's been nothing in *Tony* to give a little love to the less talented skaters... until now! In *THUG 2* you're given the opportunity to 'Spazz Out'. If you keep on failing to land those multi-move combos a meter, like the Special Bar, will gradually fill up. When this reaches maximum, you'll then be given the opportunity to hit triangle and kick the crap out of your board. It's a like an onscreen demonstration of your own pad-flinging frustration. And it gives you a few points to start a new combo.



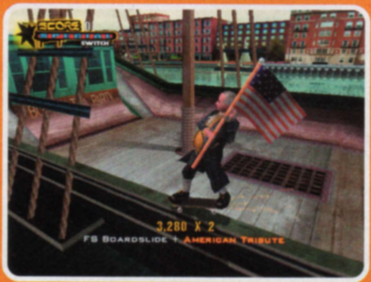
There are some compensations for scuffing things up royally – you get some points and your skater looks like Jonny Wilkinson. Bonus!

All About The Benjamins

Each city has its own unlockable secret character. In Boston it's Benjamin Franklin, who's famous for inventing lightning with a kite. Kind of. Benjy has got his own special moves, including the Franklin Grind, where he uses a kite to keep himself balanced. Believe us, it's much funnier when you actually see it.



Here's the Franklin Grind in full effect. Note the bent knees and the poise in the stance. Benjy's all technique.



You can add these skaters to your team and actually swap between the various team members mid-skate.

First Impressions

It's the wild, mean wicked flip kid!

Neversoft have never skipped a year. Ever since the original *Tony* back in 1999 they've popped out a sequel every single year and the remarkable thing is, none of them has been a duffer. Whether it's been game-changing tricks, new graphics or a restructuring of the Story mode, Neversoft have found more inspiration from skating and the surrounding culture. So it's more than likely that *THUG 2* is going deliver. Until we get the final game, however, let us share some fears with you, as compared to last year's brave new direction, *THUG 2* seems a bit gimmicky and swollen. There are 'wacky' characters, a 'crazy' two-team story mode and a 'zany' approach, which seems at odds with the 'street' attitude the first *THUG* was attempting to incorporate. And there's absolutely loads of it, with various elements designed to appease both hard-core fans and new kids. It's all-encompassing rather than focused. As for new skate moves, it will be interesting to see if the Focus mode has as dramatic an effect as the Manual and the Revert had, as it's strange to slow down a game that's always been about momentum and speed. We'll following this latest *Tony* with keen interest.

GOOD COP BAD COP

☺ Spilling over with personality and stuffed with things to do. It's going to be a real bumper edition of *Tony*.

☹ Feels a bit like a move away from the 'keeping it real' and street attitude of the first *THUG 2*. More 'entertaining'.

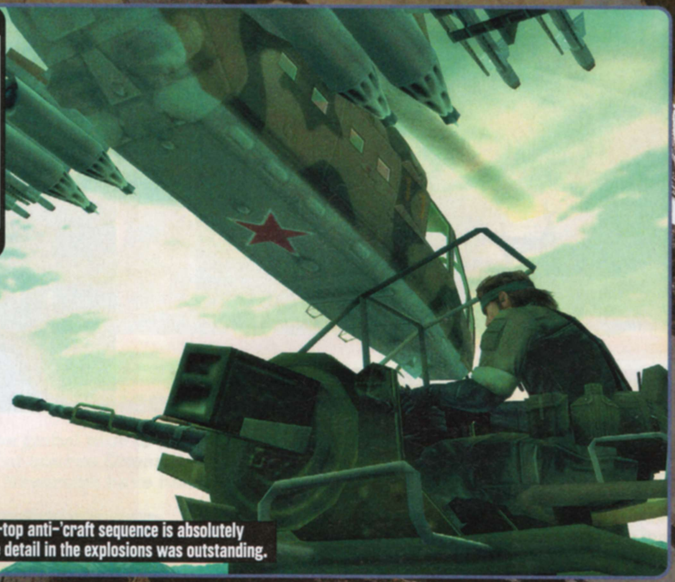
WHERE IT'S AT

It's only just been announced so we'll have plenty of time to see how it develops before its November release.

OUT: SPRING 2005
FORMAT: PS2
PRICE: £40
DEVELOPER: KONAMI
PUBLISHER: KONAMI
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01895 462151
PLAYERS: 1

REVIEWER

Dave Harrison


This mountain-top anti-'craft sequence is absolutely incredible. The detail in the explosions was outstanding.

Chutes You!

The demo begins with Snake dropping into the jungle by parachute. Cue a drawn-out conversation about the type of 'chute used and its history. Jeez!

It's a good piece of cutscene cinema but can't match the *MGS2* action.

Snake is sent down under orders from Major Tom, who doesn't half witter on.

On landing Snake loses his backpack in a tree so the first job is to retrieve it.

Metal Gear Solid 3: Snake Eater

ATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE

We take a closer look at MGS's latest **fruits of the forest** – the Ocelots, the **jet-powered pulpits** and the vomit…

After *MGS2* made fools of us all with its Raiden body-swerve we've been treating *MGS3* with a degree of suspicion.

We've been wondering when we're going to have the Fox Hound rug pulled from underneath us, when Snake will turn out to be Big Boss and step out of the jungle, which is actually located in a big greenhouse. Under the sea.

FOREST IN PEACE

But we've played the game now, heard Kojima speak and we think everything is going to be OK. Sure, there'll be some twists and turns, but there isn't a sniff of platinum-blond ninjas in this forest.

What's also encouraging is that we're finally getting to see how the camo index and hunting system fit into the gameplay – and it's incredibly snugly. As well as adding an extra dimension to the stealth and survival elements, they make the jungle a fun place to be. Rather than ploughing through areas looking for the next piece of scripted action, just pottering around harvesting a jungle feast is a treat in itself.

Snake Eater isn't just about the jungle. Later, Snake takes on the Russian Army in an incredible mountain-top confrontation. Straddling an anti-aircraft gun, our covert-op Tarzan has to pummel choppers and what look like flying pulpits. It's all-out action, a complete contrast to the jungle sequence and has got us all excited again. Just waiting for that twist now.

Softography

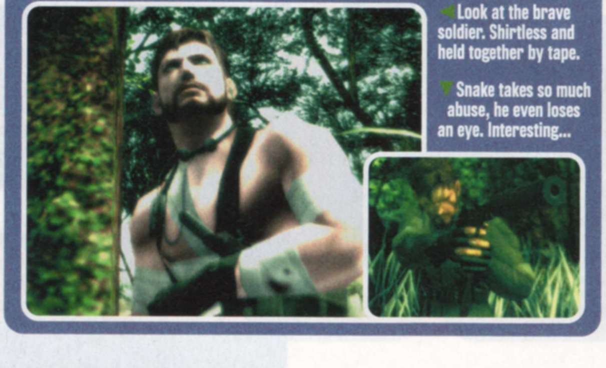
These guys have also made…

MGS2: Sons Of Liberty	96%
Metal Gear Solid	94%
Boktai	86%
Castlevania	82%

> "…we're **getting to see** how the **camo index** and hunting system **fit in** – and it's **incredibly snugly**…"

Bush Limbo

Snake really has it tough in *MGS3*. He's beaten to a pulp by Soviet thugs, attacked by crocs and quite literally leeched on. By leeches. And all the damage is visible.

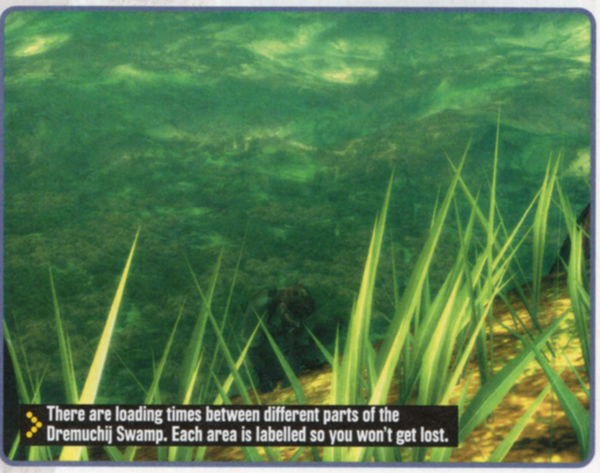

◄ Look at the brave soldier. Shirtless and held together by tape.

▼ Snake takes so much abuse, he even loses an eye. Interesting…

Factpack

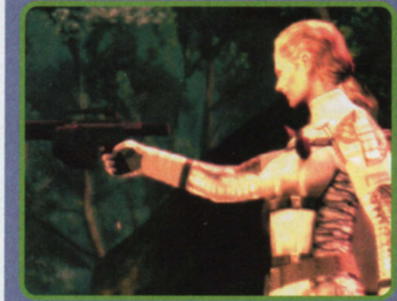
The stuff you need to know…

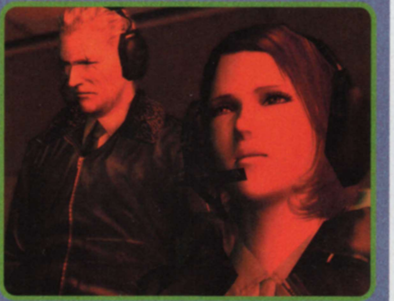
Demo length	15-25 mins
Weapons	7
Camo types	7
Trees	tons


There are loading times between different parts of the Dremuchij Swamp. Each area is labelled so you won't get lost.

Plotten To The Core!

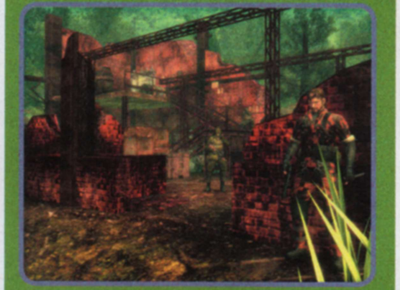
Kojima has stated that in terms of plot *MGS3* is more straightforward than previous games. That doesn't mean there's less of it. It should be interesting as it includes a young Ocelot who starts to use a revolver on Snake's advice.


▲ One of the characters in the game is Snake's master, his mentor. And this living legend is – a girl! Fancy...


▲ Here's 'Major Tom' (the one on the left, that is) who refers to our hero as 'Naked Snake'. How kinky.

Brickin' It!

We've been wondering just where the Fire camo pattern would be useful – for hiding barbecues? Well, it's great when up against brick walls.


▲ This is the end of the demo. Snake has to rescue a guy called Sokolov who's being held captive in this ruin.

Rainforest Gumpf!

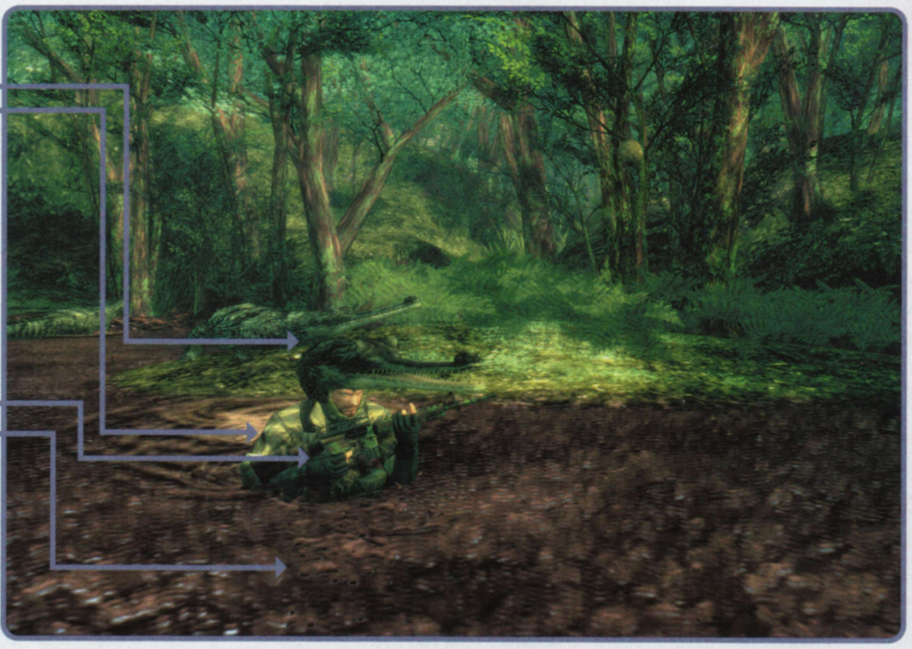
While surviving in a jungle is a serious business, Kojima proves he hasn't lost his sense of 'fun'. For instance, if you over-feed Snake, then spin him around in the Camo-Index menu screen, when you flip back to game, he'll toss his lunch over his shoes. Now that's comedy.

ANIMAL MAGIC
The type and number of animals Snake discovers is dependent on the time of day. At night, if you catch some wildlife unaware, it's a great time for topping up Snake's stamina.

INDEX LUTHOR
The Camo Index has its own menu screen. Access it and choose the best match – the swap is instant.

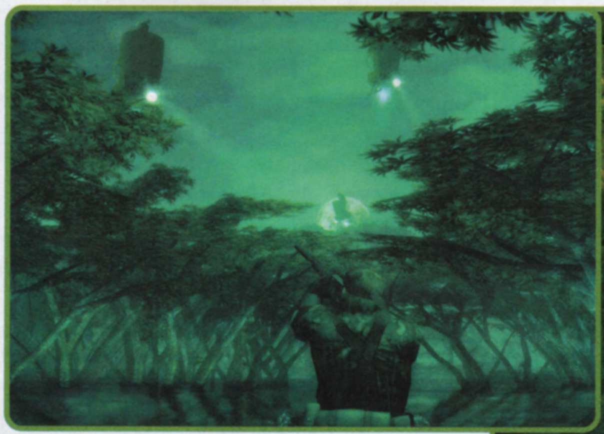
KITH AND KINETIC
The battery Snake needs to power his equipment is generated by his movement. To keep Snake moving he must be fed.

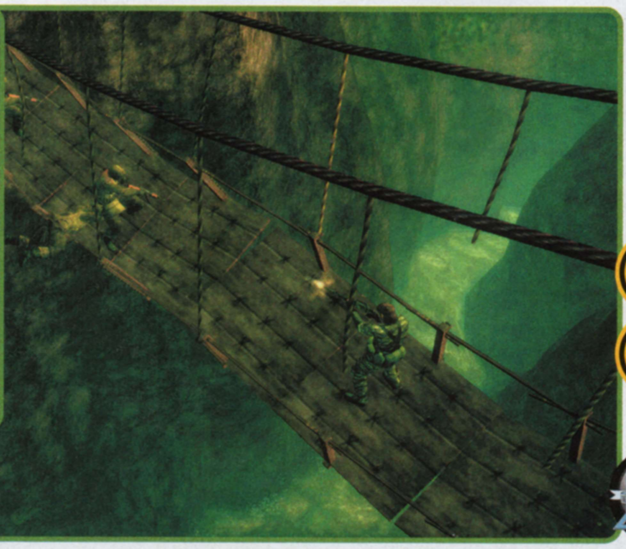
UP TO HERE IN IT
It's not just the guards and animals, it's the jungle itself you have to be wary of – pools populated by leeches, man-made traps and bogs. Stay still in this muddy mess and you'll be sleeping with lions. Sorta.



The Game Ain't Greener On The Other Side

From the screenshots that have been released you could well believe that *MGS* is the greenest game ever. Well, even though there is a chunk of the game in the wilderness, the settings do become more varied. As well as caves and mountain-tops, the footage we saw ended with Snake inside a military installation. And he was getting his head kicked in! There was this huge scarred Russian officer ripping him a new back bottom. This is a violent game!


▲ Is it a bird, is it a plane? No, it's some sort of jet-powered turret. Now, while this doesn't really fit in with the '60s setting, Konami have explained that it's proto-type technology combined with some artistic licence.


► What really came across in the new footage is that this is a 'mature' game, including some gritty beatings and blood.

First Impressions

Trees Please Me or Pissed and Put-out?

The demo we played began with Snake's descent into the jungle, which was then followed by the mother of all cutscene conversations. All very interesting, but the jungle's where you want to be. Before playing we were concerned with how the camera would be able to navigate through the dense forest, but it works beautifully. Using the right analogue you can move the top-down view around Snake and then click R3 to fix into the position you're happy with. Then, when you need a closer look at anything, you just flip into a first-person perspective.

Just like all *MGS* games, the amount you get out of the game depends on how much you put in. None of the detail is forced into your face. If you just trudge through looking for guards to kill, you'll only get half the experience, but once you take time to appreciate the surroundings you realise it's a game like no other.

Once you get down to ground level and hunt around the forest floor, you'll find it's teeming with life. There are frogs, snakes, and mushrooms to collect, which transform into handy-to-carry cans if killed or cages if tranquilised. While the sensible way to harvest the food is to use the knife and the silenced pistol, it's far more fun to chuck a hand grenade at a toad or take a beehive down with a sniper rifle. Now that's a hunter-gatherer!

Obviously there's a lot of game to discover, but right here, right now, we're extremely impressed. It's so much more than just a sequel.

GOOD COP > BAD COP

The jungle really works. This isn't a *Medal of Honor* garden centre, this is a living and breathing environment.

What we've seen has been great. The question is, can Kojima keep this level of interest for the entire game?

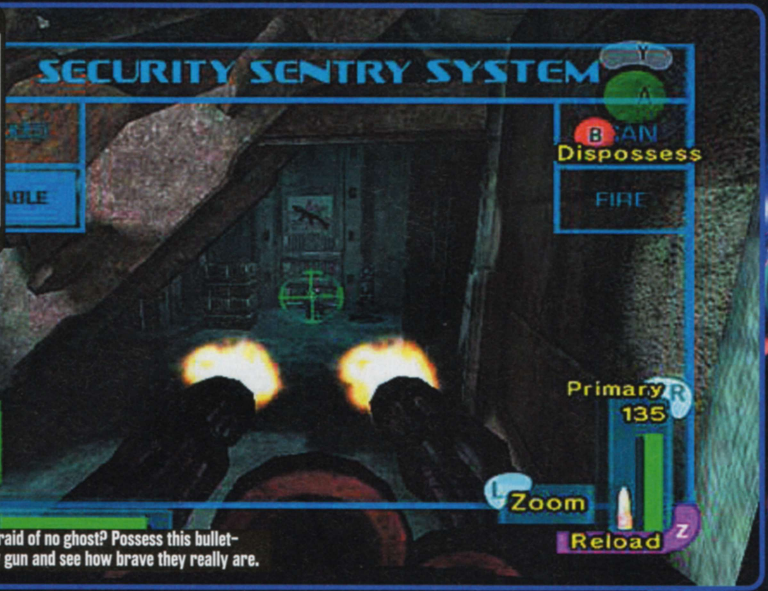
> WHERE IT'S AT

It still hasn't been fully confirmed but we expect it to show up in the spring of next year. Earlier in Japan.

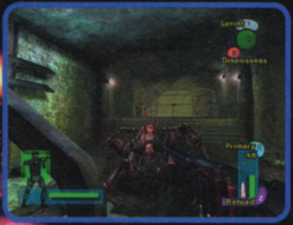
OUT: CHRISTMAS
FORMAT: GC
PRICE: £40
DEVELOPER: N-SPACE
PUBLISHER: NINTENDO
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01932 895390
PLAYERS: 1-4

PREVIEWER

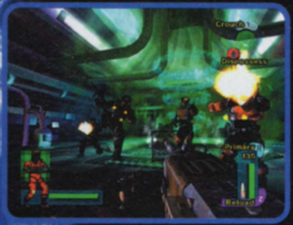
Mark Green



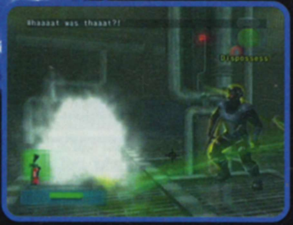
Guards ain't 'fraid of no ghost? Possess this bullet-spitting sentry gun and see how brave they really are.



Red-eyed spider monstrosity? Suggests something not quite right is going on.



The guards suss that one of their mates is under the influence.



Guards are sent doolally by the sight of a fire-extinguisher going off next to them.

Geist

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDAT

Turn into something that **goes bump in the night.** And blam-blam-blam. **And woof...**

You can impress pretty German exchange students with the knowledge that 'Geist' translates as both 'ghost' and 'mind'. Just don't mention you learned the word while wandering the world in spirit form and merging your brain with a bowl of dog food.

GameCube exclusive *Geist* has been spookily elusive since E3 2003. But at this year's show, we finally got to control the game's body-hopping 'Spectral Operative'. He ain't got no body – literally, because it's been nicked by evildoers unknown. The idea is to scare up the locals, then take their bodies for a test drive, using their skills, guns and even memories to eventually snatch back your skin.

BE POSSESSIVE

At E3, we popped inside a mouse and scurried through tiny tunnels, used our electricity-fiddling power to put the frighteners up a scientist sitting in front of his laptop – and gave a dog the Scooby Doos by possessing the aforementioned bowlful of Pedigree Chum. Hauntable objects are highlighted as you enter a room, but it takes a fair chunk of brain to puzzle out the best way to use them.

Thing is, it's all a bit lacking in the shooting department. We did manage to possess one gun-carrying guard and give his unsuspecting colleagues a very bad day. But we're hoping the final version – which promises at least 12 different types of body to snatch – provides a better balance of ghosting and gunplay, and gives rival spectral thrillers like *Psi-Ops* and *Second Sight* the goosebumps.

> "...the idea is to **scare up** the locals then **take their bodies**..."

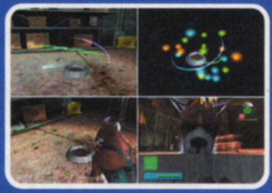
Softography

These guys have also made...

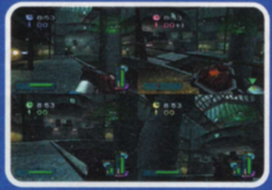
Duke Nukem: Time to Kill	82%
Danger Girl	61%
Duke Nukem: Land of Babes	63%

Party Spirit

There are several multi-player modes, ranging from all-out bullet battles to some kind of timed key-collecting game.



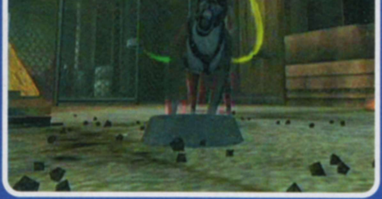
You're in ghost form – so find a body quick. A bowl of dog food will do at a push.



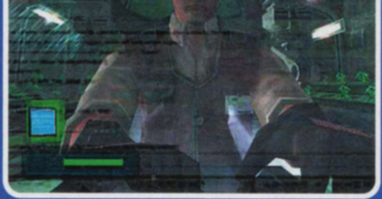
Meaty weapons means the multiplayer registers high on our want-o-meter.

Push It Real Good

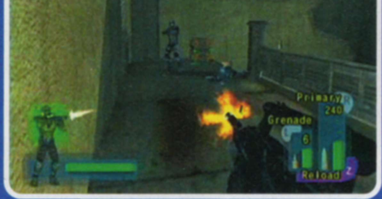
Zelda fans – that's everyone, then – will be right at home with the context-sensitive button display at the screen's top, making it intuitively easy to give someone the shivers or burrow inside their body. It's a testament to *Geist*'s control system that you'll be equally at home aiming bullets from a gun turret or becoming a fire extinguisher and spurting a stream of foam out of your nose.



Understandably traumatised by its haunted food, this mutt is now yours to control.



You're inside this laptop: press Y to fiddle with the display and give that bloke skin-crawl.



Most weapons come equipped with both primary and secondary functions.

GOOD COP BAD COP

'Be' everything from dog-food to guards. Takes first-personing a big step beyond 'red key opens red door'.

Controls were a bit iffy in the version we played, and the enemies react to bullets by just running around a bit.

WHERE IT'S AT

Lots to be done: *Geist* is half a year away from haunting your GameCube at the tail-end of 2004.

9/10
PlayStation®2 OFFICIAL MAGAZINE-UK

"THE MOST ADDICTIVE GAME I'VE PLAYED IN YEARS."

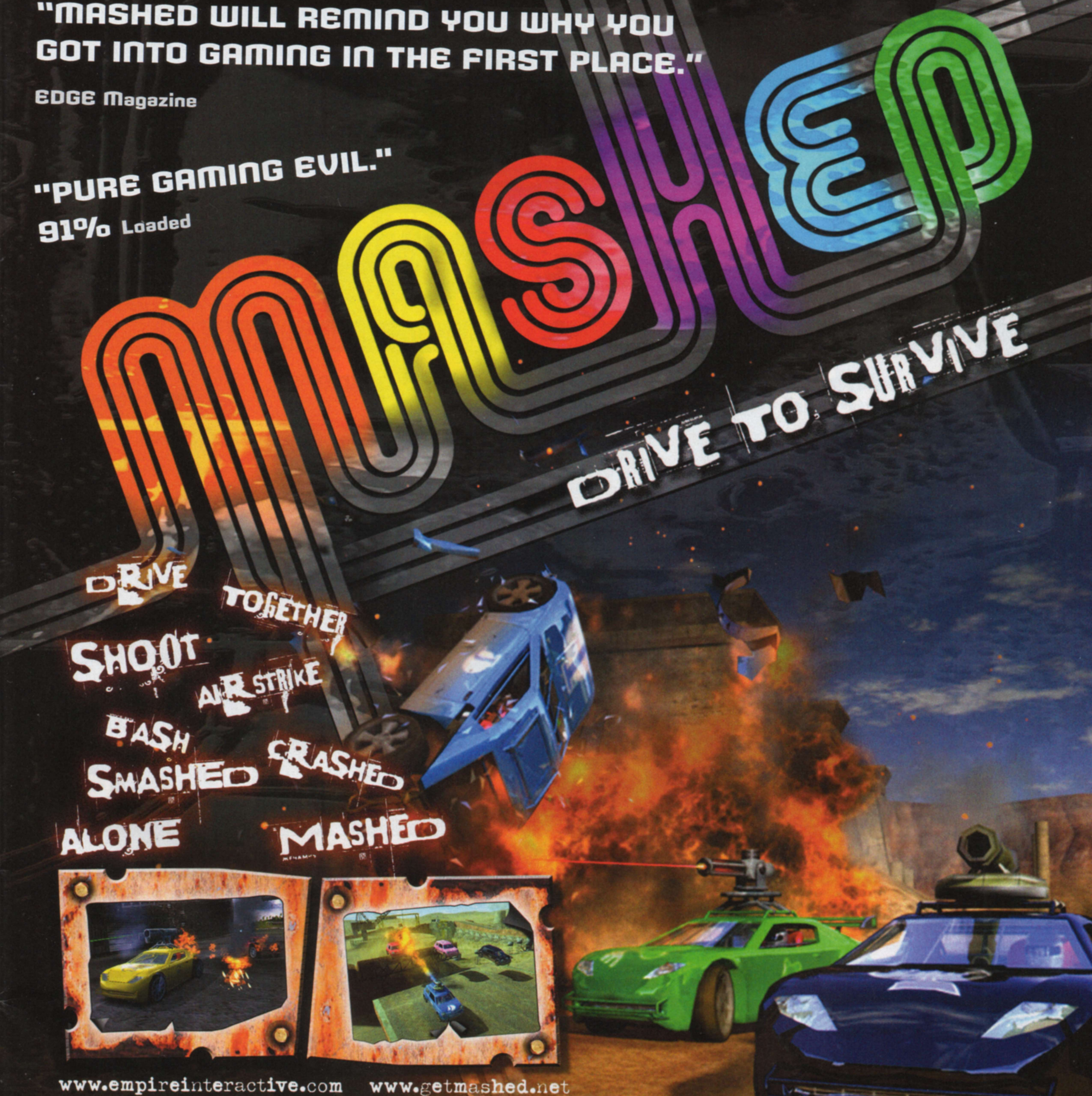
Official PlayStation® 2 Magazine, Stephen Pierce

"MASHED WILL REMIND YOU WHY YOU GOT INTO GAMING IN THE FIRST PLACE."

EDGE Magazine

"PURE GAMING EVIL."

91% Loaded



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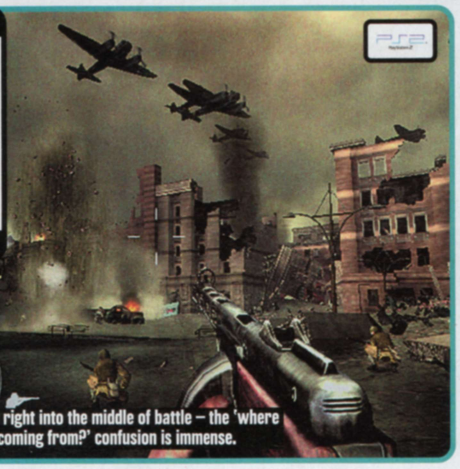
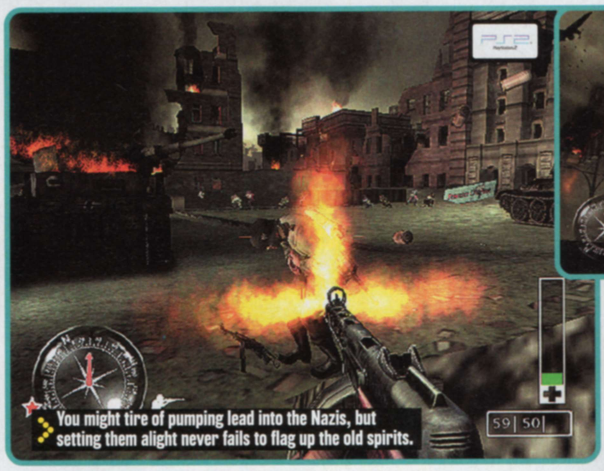
OUT: CHRISTMAS
FORMAT: PS2
PRICE: £40
DEVELOPER: SPARK UNLIMITED
PUBLISHER: ACTIVISION
SPECIAL FEATURES: ONLINE
OTHER FORMATS: XB, GC
CALL: 01753 756100
PLAYERS: 1

PREVIEWER

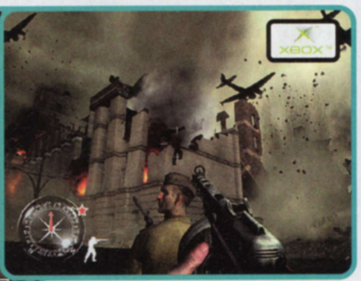
Kath Brice



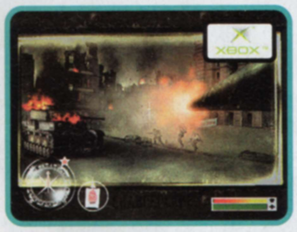
You're chucked right into the middle of battle – the 'where the hell is that coming from?' confusion is immense.



You might tire of pumping lead into the Nazis, but setting them alight never fails to flag up the old spirits.



▲ Enemy soliders are all around you – you need to snipe off the ones hiding in buildings.



▲ Jump into a tank and you've got more chance of taking out other enemy vehicles.

Call of Duty: Finest Hour

ATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE!

Call of Duty is **coming to the consoles.** But PC owners are getting **a brand new game** too…

***Medal of Honor: Frontline*'s D-Day opening was a corker, but it all went a bit downhill from there.**

Finest Hour, though, is looking like it'll have no such big highs and even bigger lulls – instead of painstakingly telling the story of one soldier fighting through events chronologically, *Call of Duty* hand-picks the 'best bits' of WW2. And instead of just getting to play as a foot soldier, you take on different roles, from a Russian sniper to a US pilot.

The demo level that's up and running looks amazing. Making your way unarmed through a maze of trenches, explosions are kicking off all around you, dirt and smoke flying everywhere.

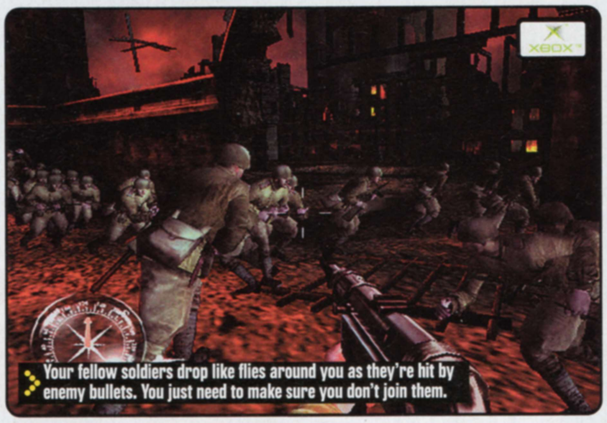
DEAD TO RIGHTS

The soldiers that are running desperately through the gunfire alongside you are regularly hit and fall to the ground dead, which makes getting to the next bit of cover an even more urgent task.

Everything's interactive – enemy soliders fire at you from the windows of crumbling buildings and fires ignite and keep burning until the landscape is littered with them. The demo level got even better when we eventually managed to pick up a dead enemy's rifle and polish off some Germans manning a gun turret. Very satisfying, and it's looking easily as good as the PC original – a compliment if ever we've given one.

"…*Call of Duty* **hand-picks** the **'best bits'** of World War 2…"

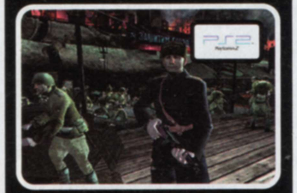
Softography
These guys have also made…
Return to Castle Wolfenstein (PC) ….94%



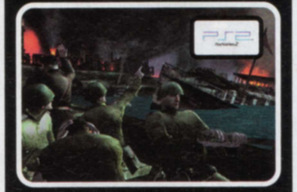
Your fellow soldiers drop like flies around you as they're hit by enemy bullets. You just need to make sure you don't join them.

Doing Duty

Finest Hour isn't just a port of the original PC game – it's an entirely new one. There are some levels that are similar to those in the PC game, though – like this one that has you playing a young Russian soldier trying to survive on a boat that's being pelted with bombs.



▲ You begin the level by jumping into a rowing boat. There, the sergeant makes a speech that'd rouse Gandhi into reaching for a flamethrower.



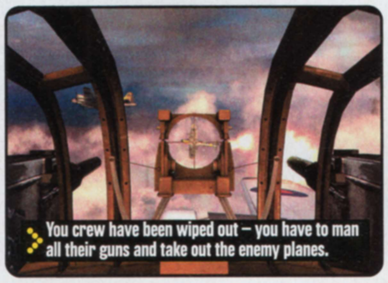
▲ Just when he's reaching the best bit, bombs start going off around the boat and bullets pelt the water. Row!

PC CD Call of Duty: United Offensive

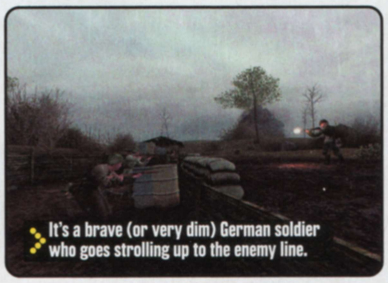
Call of Duty was massive on the PC last year, so it was a safe bet an expansion pack would arrive sooner or later. *United Offensive* will contain 10 new single player levels and nine new multiplayer maps, although the big multiplayer news is the vehicle combat – you'll now be able to jump into vehicles such as jeeps and tanks. There's a new game mode called Tank Battle as well as Capture the Flag and Domination.

On the single player front, there are heaps of new scenarios and battles, including crewing a bomber during the invasion of Sicily.

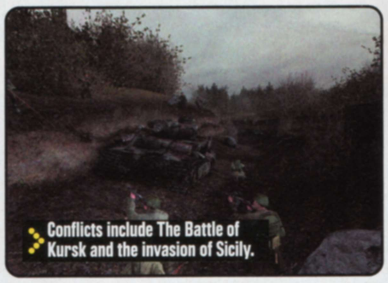
Everything we've seen of *United Offensive* so far is impressive. New particle effects mean better explosions and even more realism, and the battles are totally chaotic. There's even a flamethrower, as if you needed persuading…



You crew have been wiped out – you have to man all their guns and take out the enemy planes.



It's a brave (or very dim) German soldier who goes strolling up to the enemy line.



Conflicts include The Battle of Kursk and the invasion of Sicily.

GOOD COP BAD COP

It's one of the most realistic WW2 shooters out there, packed with epic battles and now vehicles as well.

We don't care how good it turns out – the question is, how many more WW2 games do we really need?

WHERE IT'S AT

Only a handful of levels are up and running at the moment – it's not due out until the end of the year.

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PlayStation 2

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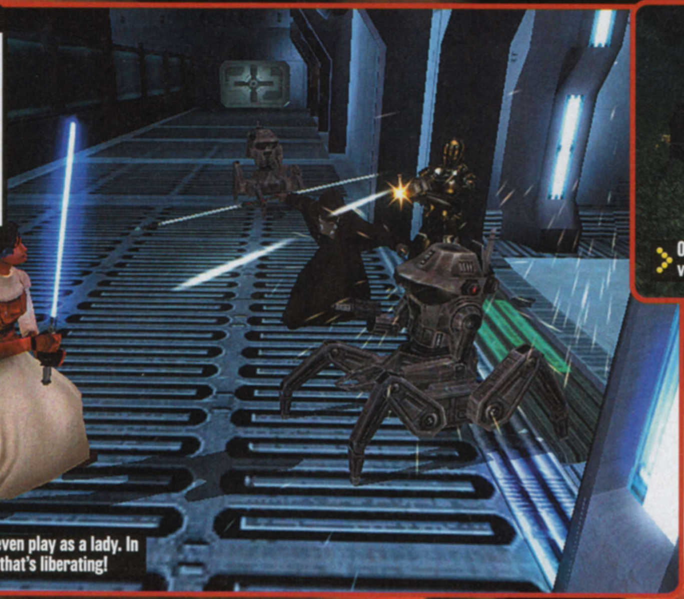
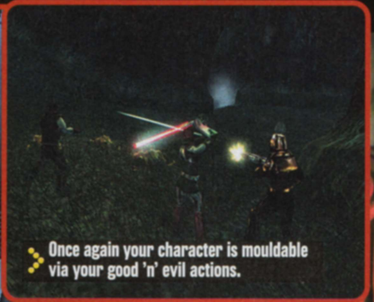
OUT: FEB 2005
FORMAT: .... XB
PRICE: £40
DEVELOPER: .... OBSIDIAN ENTERTAINMENT
PUBLISHER: .... LUCASARTS
SPECIAL FEATURES: .... NONE
OTHER FORMATS: .... PC
CALL: 01753 756100
PLAYERS: 1

PREVIEWER

Dan Griffiths



Yes, you can even play as a lady. In a dress! Now that's liberating!



Once again your character is mouldable via your good 'n' evil actions.

The new force powers reflect the more Jedi-based nature of the characters.

Factpack
The stuff you need to know...

New planets	It's a secret
New weapons	20
New Jedi classes	6
No. of sides to the force	2

Knights of the Old Republic 2: The Sith Lords

ATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Choose the Light! Or don the dark helmet of doom to **fight the final battle.** Either way, it all sounds **very familiar...**

The universe has been around for a long time. The world of *KOTOR* is set a mind-boggling *4,000 years* before *Star Wars*. And *Star Wars* was set in 1977... That was *ages ago!*

Yes, if the downbeat, edge-of-disaster ending of *KOTOR* wasn't grim enough then you can stare Jedi extinction square in the chops in this sequel. Not much has changed in terms of the game mechanic but we've an all-new band of characters and an all-new batch of weapons.

CLOSE CALL

The good news is that visually the game looks almost identical (perhaps too much so) and the familiar mix of third-person jogging and *Final Fantasy*-style random battles that somehow don't feel random is unchanged. The new swishy robe animations are nice though.

The game is – get this – even darker. The Old Republic is nursed up after the battle with Darth Malay but wait... what's this? It's you, a shadowy Jedi who is oblivious to his true power. Yes, only you can save the galaxy – provided you power up your light sabre with the right crystals and stock up on plasma grenades...

Other new features are the Force Sight, which allows you to feel the 'presence' of light and dark beings through walls, and a Force Crush that lets you injure with the power of your mind, Vader-style. And while a path through the game seems mapped out (you save the day) you can once again turn to the dark side by choosing evil options and mess things up royally thanks to some new ultra-powerful Jedi classes.

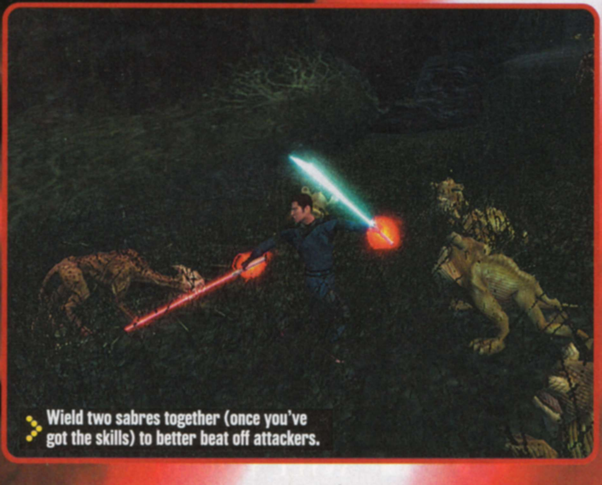
> "...only you can **save the galaxy** – provided you **stock up** on plasma grenades..."

Softography
These guys have also made...

Star Wars: KOTOR	93%
Star Wars: Rogue Leader	87%
Star Wars: Bounty Hunter	71%
Jedi Knight 2: Jedi Outcast	93%

The Force Is Strong

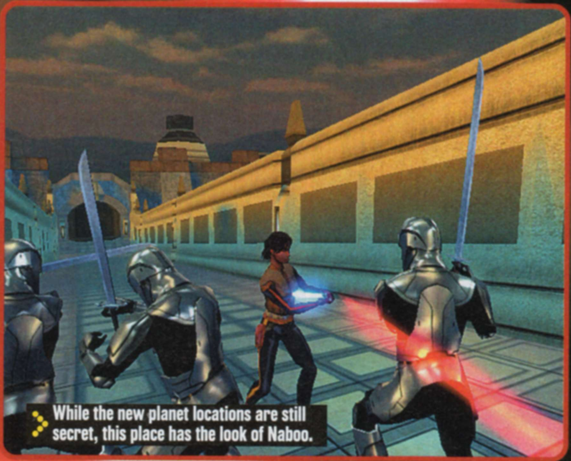
Your character changes and morphs as your path through the game takes turns to the light or dark side. Be good, helping people you meet, and you'll get light side points, making you more handsome and generally more attractive to the galaxy's female species. Do bad things (steal, go bounty hunting, kill old folk for the hell of it) and you'll be shunted down the dark side, becoming more withered and crazy (but ultimately more powerful than you can possibly imagine) as a result.



Wield two sabres together (once you've got the skills) to better beat off attackers.

Brave New Worlds

The game promises six new planets – which are disappointingly top secret. However, using our Jedi-tuned brains we think we spot early Naboo and Dagobah here...



While the new planet locations are still secret, this place has the look of Naboo.

▲ It might look like combat is up-close-and-personal but it's all still turn-based as before.

▲ New force-flips and jumps mean that the fights are more exciting to watch this time.

▲ That's not the Ebon Hawk. So whose new ship is this, then, eh?

◀ We'd recognise that bog anywhere! This can only be Dagobah, home of one Yoda, a scary haunted cave and a partially buried X-Wing.

We Meet Again

Give a triumphant 'beep' for the return of the T-3 M-4 astromech droid – just one of a bunch of characters from the first game set for cameo appearances in the second. Likewise the shiny-bonced Sith Troopers. Booo...

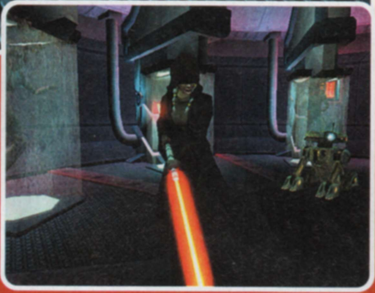
▲ "Bleep bloop bleepety bloop." Wise words, mate. Wiiiiiise words... Now what was he on about again?

▲ Know a Sith guard by black body stocking and shiny polished helmet.

Combat's The Way I Like It

Things are pretty much unchanged when it comes to combat. Take this internal corridor scene for example (which could have been lifted straight from *KOTOR 1*).

▲ Once again the levels aren't as free-form as you'd like. Corridors and pathways keep your team coralled into set pathways filled with battles.



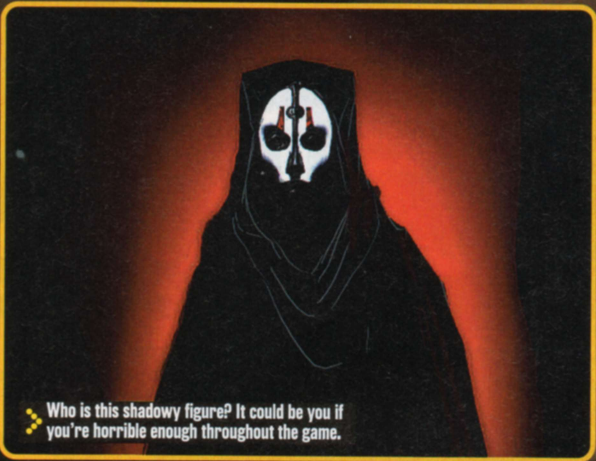
▶ Kreya, your mentor, is a new Jedi character that you can get to join your team. Handy in a fight.

◀ Jedis are best if you can get them up close with their light sabres.

▼ Sabres are much better than sissy blasters.

The Sith Of Death

The game focuses very much on the antics of the Sith Lords and their attempts to crush the Jedi. You can fight for the Jedi or end up like this chap... A face only his mother could love.



Who is this shadowy figure? It could be you if you're horrible enough throughout the game.

The Fight Side Of The Force

Things really kick off during the melee stages. Drive your posse into combat and watch as they (and a squad of Sith scum) duel it out, cartwheeling and slicing across the screen.

◀ There are even more characters on screen this time around so the battles could be huge.

▶ Gang your team together to take on larger, stronger opponents such as this.

First Impressions

The same thing, only different

More mystery galactic artwork. All will be revealed...

We love *KOTOR*, so this was one of our must-sees at E3. However, once we'd clapped eyes on it we weren't quite sure that it was *KOTOR2* we were looking at. "This is just *KOTOR* isn't it? Where's *KOTOR2*? Oh, this *is KOTOR2*... Bit jerky isn't it?" Even the menus look exactly the same. It's probably to do with the fact that LucasArts have banished previous developers BioWare to the Sarlacc pit and drafted in newcomers Obsidian. Obviously aware of the opportunity for balls-upment on a galactic scale they've played it very safe and are serving up a game that's very much 'more of the same'. Well, if it ain't broke don't put it in a Force Choke...

Your team's AI is upped this time around, however, and they can even fight with each other as various parties turn to the light and dark side independently of your actions. Should be interesting. And with the addition of a new batch of Jedi dark and light classes, it seems they want you to play through a number of times to see all the game has to offer (though having done the same in the first *KOTOR* we're not sure if we can face the prospect of doing it all over again).

The Force has the power to rend entire planets apart.

GOOD COP BAD COP

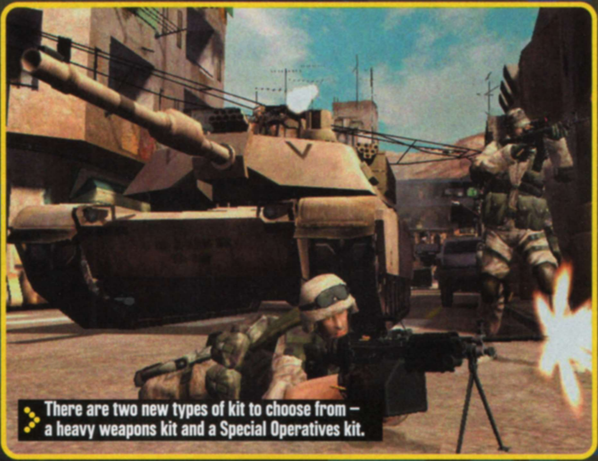
The sequel to one of the Xbox's best games is looking in fine shape. New story, new characters – great.

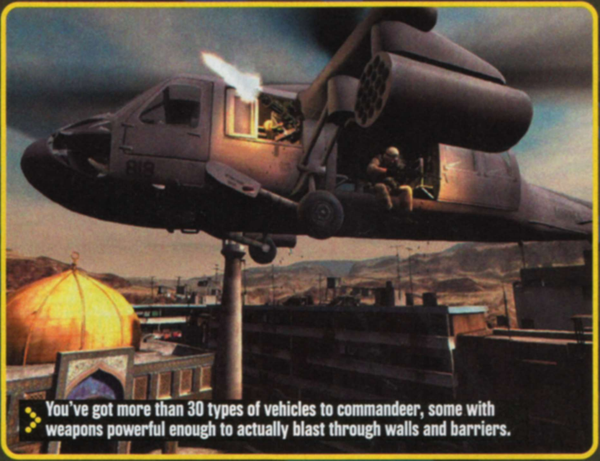
It really is just more characters and a new story. We'd at least like some improved graphics and a few twists.

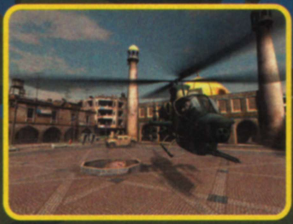
WHERE IT'S AT

There's months to go on this. The version we saw was little more than a graphical taster of the action ahead.

OUT: SPRING 2005
FORMAT: PC
PRICE: £40
DEVELOPER: DIGITAL ILLUSIONS
PUBLISHER: EA
SPECIAL FEATURES: ONLINE
OTHER FORMATS: NONE
CALL: 01932 450000
PLAYERS: 1


There are two new types of kit to choose from – a heavy weapons kit and a Special Operatives kit.


You've got more than 30 types of vehicles to commandeer, some with weapons powerful enough to actually blast through walls and barriers.


▲ Now the game's set in the modern day, the maps are much more built-up.

▲ There's now a *Rainbow Six*-style context-sensitive voice menu system.

Battlefield 2

Stepping up to **stake a claim** to be the **ultimate online shooter** is *Battlefield 2*. And it's **in good shape...**

PREVIEWER: Kath Brice

Battlefield Vietnam is a worthy update to the superb _Battlefield 1942_, but we've been holding out for a proper sequel and that's what we'll be getting early next year.

This time set in the modern age, *Battlefield 2* allows you to fight for the USA, China or the newly formed Middle East Coalition. The modern setting means much denser city environments, while the weapons and vehicles are based on the very latest technological advances.

With Digital Illusions promising support for 100 players online, it could all get pretty hectic, but maps will adjust in scale to suit the number of players and you'll be able to communicate orders to other members of your team.

You'll still be able to hop into tanks, and the new Tunguska anti-air vehicle can bring down helicopters.

The likes of *Counter-Strike* had better watch their backs – *Battlefield* seems set to take the online shooter up yet another notch.

GOOD COP > BAD COP

☺ It's a *Battlefield* sequel at last and the new features look set to make it even more in-depth and accessible.

☹ 100 players on one map could get a bit confusing – especially if everyone's trying to give the orders.

> WHERE IT'S AT

There's still a fair way to go with *Battlefield 2* and we probably won't be getting it until early next year.

OUT: CHRISTMAS
FORMAT: XB
PRICE: £40
DEVELOPER: MICROSOFT
PUBLISHER: MICROSOFT
SPECIAL FEATURES: XBOX LIVE
OTHER FORMATS: NONE
CALL: 0870 601 0100
PLAYERS: 1-4

> Living It

Microsoft are saying *Forza* will 'reinvent the online racing experience', although so far they haven't said exactly how...

▲ Cars range from production cars to high-performance racers.

▲ Online, you'll be able to take on other players' best times.

▲ Tuning, tweaking and upgrading your car is going to be vital to success.

Buying a big-ass car isn't the end – you need to customise it.

Tracks will include the Nurburgring Nordschleife.

Forza Motorsport

Still playing *Gotham 2* online? Say hello to the game that's **aiming to change** all that...

PREVIEWER: Kath Brice

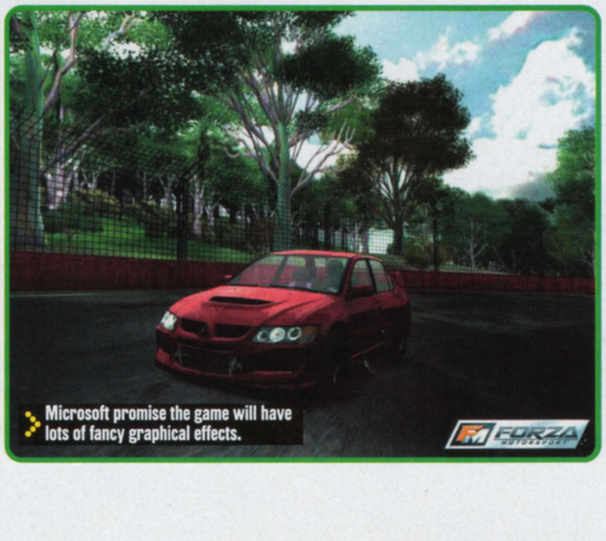
Microsoft's E3 announcement of a new driving game for Xbox couldn't really rival Nintendo's new Zelda or Sony's PSP.

But *Forza Motorsport* is actually looking very good. It's being developed by Microsoft's in-house team, who were also responsible for *Project Gotham* and *RalliSport Challenge*, but it should be a very different sort of game.

Forza is certainly going to be the most in-depth racing sim on the Xbox to date. If *RalliSport* was the Xbox's *Colin McRae*, this is its *Gran Turismo 4*.

As you'd expect, Forza has loads of cars to choose from from more than 60 manufacturers. You can tune the engines, upgrade parts and smash cars up in races, then suffer the consequences of the damage you've done.

More interestingly, you'll also get to train your AI teammates to use the same racing techniques you do. Although, with our main racing technique being to ram into oblivion anyone who gets close, perhaps they'd do better without instruction…



Microsoft promise the game will have lots of fancy graphical effects.

▲ Cars suffer from wear and tear during races and can be damaged.

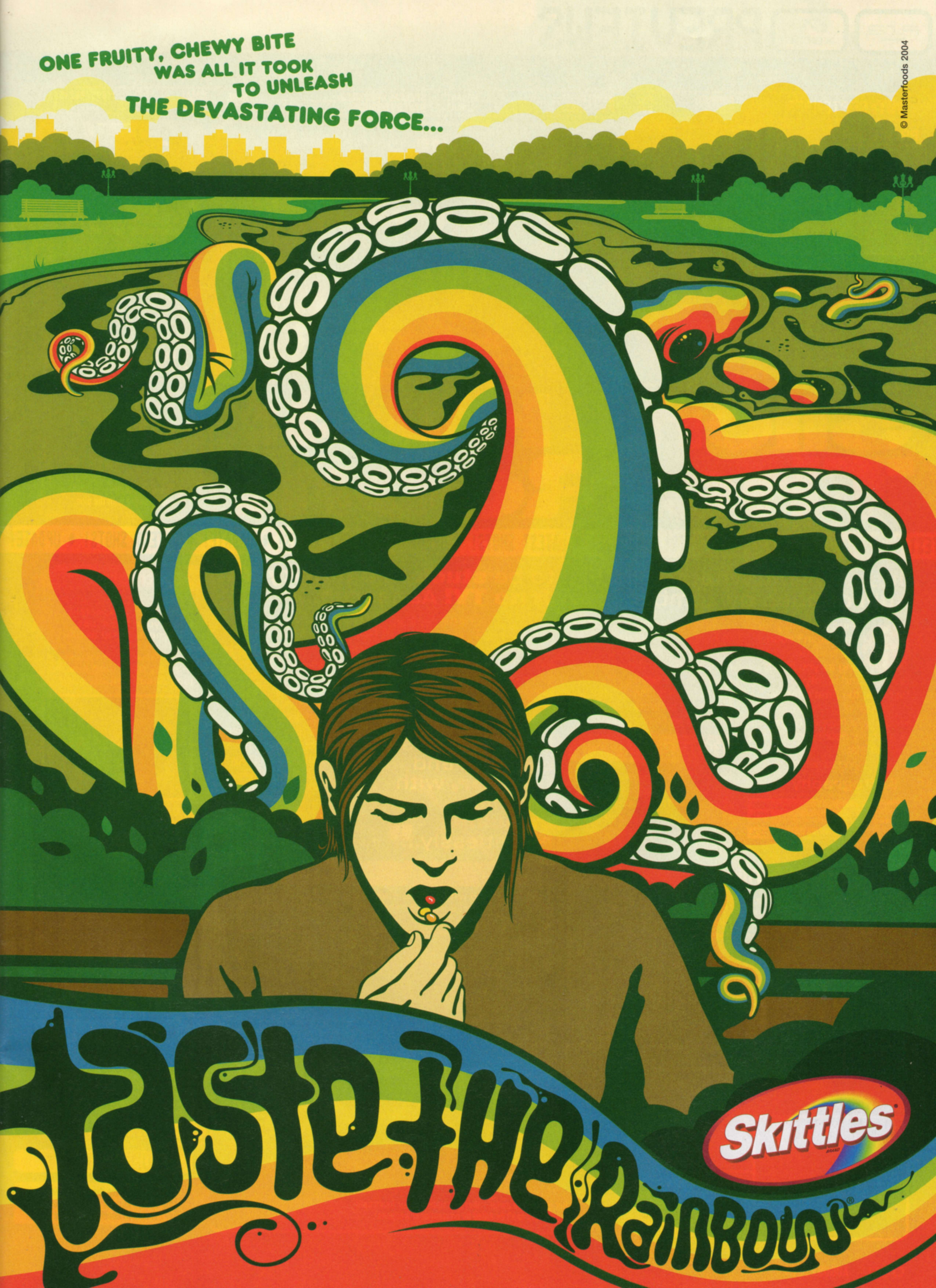
GOOD COP > BAD COP

☺ If we trust anyone to deliver a top-notch driving sim, it's the team behind *PGR* and *RalliSport*.

☹ Another driving franchise isn't exactly what the Xbox is crying out for at the moment.

> WHERE IT'S AT

Forza's been secretly in development for two years already. Should be with us for Christmas this year.


ONE FRUITY, CHEWY BITE
WAS ALL IT TOOK
TO UNLEASH
THE DEVASTATING FORCE...
taste the Rainbow®
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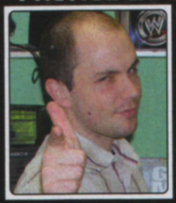
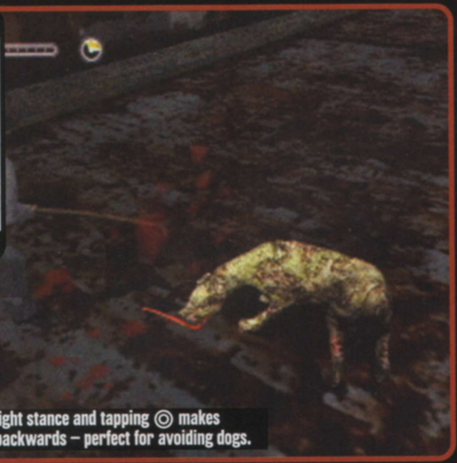
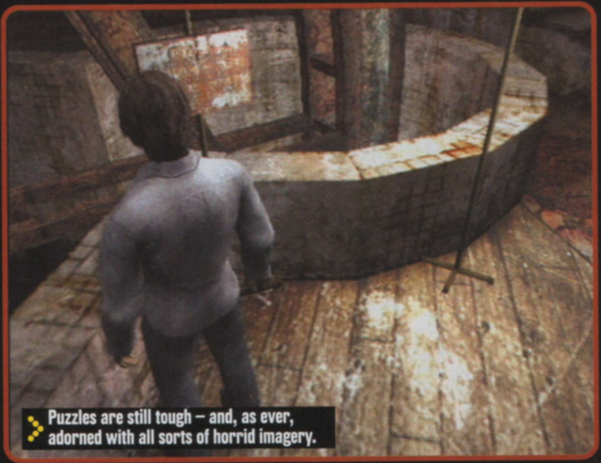
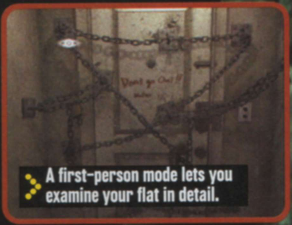
OUT: SEPTEMBER
FORMAT: PS2
PRICE: £40
DEVELOPER: KONAMI
PUBLISHER: KONAMI
SPECIAL FEATURES: NONE
OTHER FORMATS: XB
CALL: 01895 462151
PLAYERS: 1

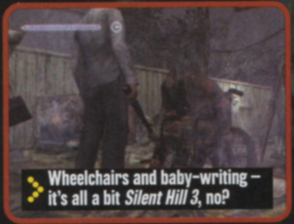
PREVIEWER

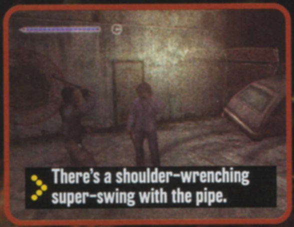

Joel Snape


Going into the fight stance and tapping ◎ makes Henry bounce backwards – perfect for avoiding dogs.


Puzzles are still tough – and, as ever, adorned with all sorts of horrid imagery.


A first-person mode lets you examine your flat in detail.


Wheelchairs and baby-writing – it's all a bit *Silent Hill 3*, no?


There's a shoulder-wrenching super-swing with the pipe.

Silent Hill 4: The Room

EST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Just imagine what it'd be like to be **stuck in a murky flat** surrounded by zombies... **with no TV!** Aaaaargh...!

Being stuck in your flat doesn't sound too bad, does it? As long as you had a console and plenty of biscuits, the time'd fly by.

Unless, of course, you weren't just trapped by the rain or a wonky door handle, but by the fact that *Hell itself* was outside trying to get in.

Well, that's what's happened to Henry Townshend. He's can explore his own flat (in *Silent Hill*'s first ever first-person mode) but as soon as he pokes his head through the hole in his bathroom tiling, it's bloodstained walls a-go-go.

FIGHT DIRTY

None of this'll be new to *Hill* regulars. *The Room*'s already dripping with grim atmosphere, from faceless meat-puppets flailing out of the walls to the familiar wheelchair motif.

What's changed is the combat. It's quicker and tougher, with enemies attacking relentlessly and no respite from the menu screen – weapons and health kits are equipped in real time.

That said, it's fairer – limited control over the camera makes enemies easier to see and Henry's got a handy hop-backwards move. There's even a proper health bar.

Which isn't to say that the puzzles are missing. There's the typical mixture of smudged keycards and dodgy goth poetry to navigate, and what we've seen of the plot's already got us gagging (in more ways than one) to find out more – we'll be locking ourselves in the games cupboard with the finished code as soon as it arrives. With a packet of biscuits, of course.

> "...combat is **quicker** and **tougher,** with enemies **attacking** relentlessly..."

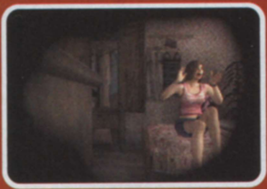
Softography

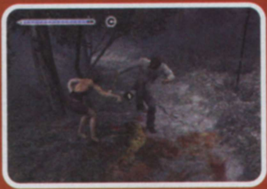
These guys have also made...

Silent Hill	92%
Silent Hill 2	86%
Silent Hill 2: Director's Cut	90%
Silent Hill 3	82%

Flatmates

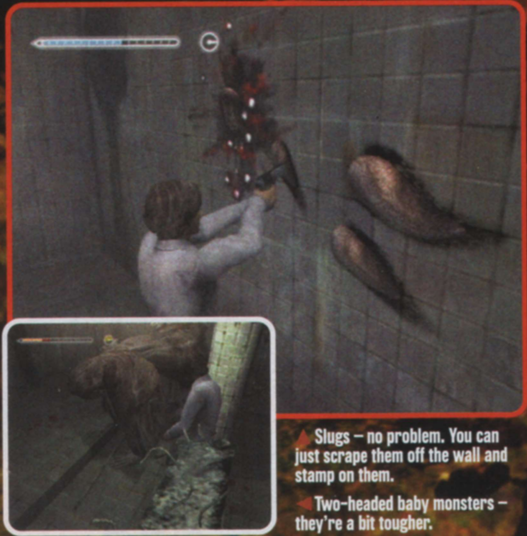
Everybody needs good neighbours. Especially when your flat's just become a portal to the netherworld. For the first time, *Silent Hill* features a friendly NPC, with new lady Eileen helping out.


At first, Eileen's only visible through the peephole that Henry's poked through his wall while trying to tunnel out.

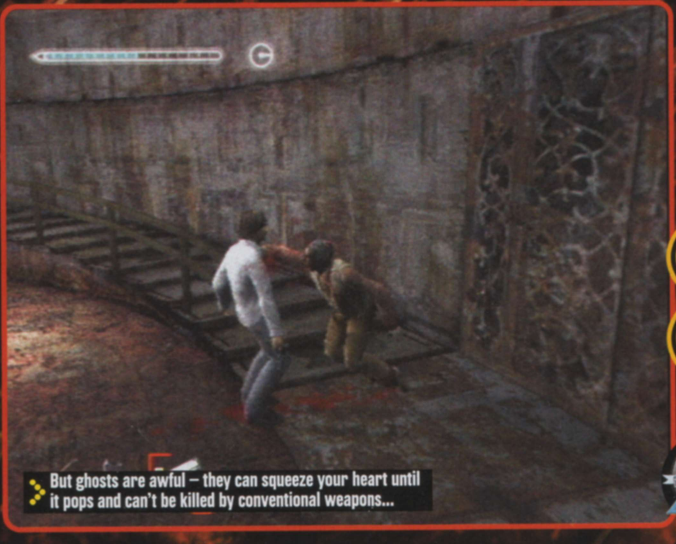

But later she's by your side, injured (she's got a cast on her arm) but giving monsters some stick with a handbag.

The Hills Are Alive...

Silent Hill's known for its gut-churning enemy design, and *The Room*'s packed with just as many ick-making meat-creatures as its predecessors. They slither, they crawl, they pop out of the walls – one of them even made a (nameless) member of the GM staff squeal like a big baby when it oozed out of the floor...


Slugs – no problem. You can just scrape them off the wall and stamp on them.

Two-headed baby monsters – they're a bit tougher.


But ghosts are awful – they can squeeze your heart until it pops and can't be killed by conventional weapons...

GOOD COP BAD COP

☺ More atmospheric than watching *The Texas Chainsaw Massacre* in an abattoir – and it's less frustrating, too.

☹ Gurgling manbabies and skinless meatbeasts get a bit grim – sometimes we'd rather just play *WarioWare*.

WHERE IT'S AT

We're playing the three-level demo, but it's due out in Japan in June – so it should be nearly finished by now...

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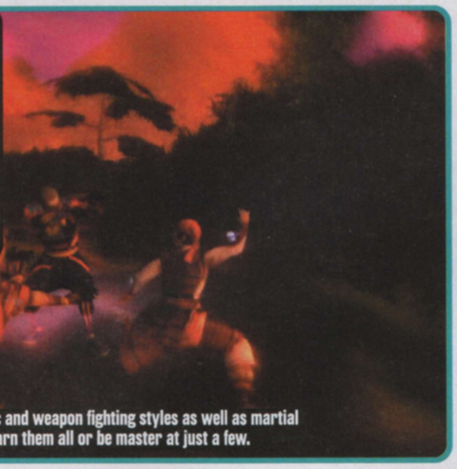
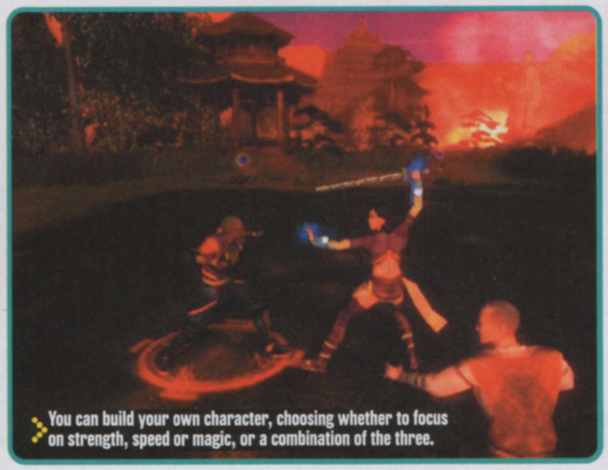
OUT: MARCH 2005
FORMAT: XB
PRICE: £40
DEVELOPER: BIOWARE
PUBLISHER: MICROSOFT
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0870 601 0100
PLAYERS: 1

PREVIEWER

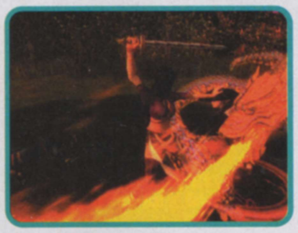
Kath Brice



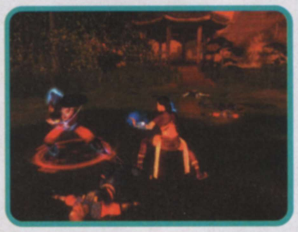
There are magic and weapon fighting styles as well as martial arts. You can learn them all or be master at just a few.



You can build your own character, choosing whether to focus on strength, speed or magic, or a combination of the three.



▲ Visually, Jade Empire is reminiscent of *KOTOR*, but in a Chinese setting and even better looking.



▲ The decisions you make throughout the game precede you throughout the universe, and affect how the various NPCs respond to you when you encounter them.

Jade Empire

EST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE!

A world **ruled by** a *Big Brother* contestant or **a new RPG** from the makers of *KOTOR*? **We know which** we'd prefer...

Imagine a *Knights of the Old Republic* with martial arts instead of the Star Wars universe. With real-time combat instead of turn-based battle and with even better visuals. And developed by the same people. Just how excited would you be?

The answer should be very, very excited. BioWare's latest project, *Jade Empire*, seems to have it all. A complex fighting system that incorporates more than 30 different martial arts styles, an epic storyline and RPG elements that allow you to converse with the citizens of the Empire and try to get them working for you.

Softography
These guys have also made...

Baldur's Gate	88%
Shattered Steel	82%
Neverwinter Nights	92%
Star Wars: KOTOR	93%

FIGHT RIGHT

Starting off as either a pregenerated martial arts master or a custom character all of your own, you can play the game however you see fit. You can either study and get really good at a few of the different fighting styles or use all of them for the maximum choice of attacks.

With so many styles, you'd imagine fighting would be quite a daunting experience, but *Jade Empire* strikes a balance between accessibility and depth. The A and X buttons are used for attacking, B is for dodging and blocking and the D-pad lets you switch between styles. There's also a focus button that slows everything down – like in *The Matrix*, but visually even better.

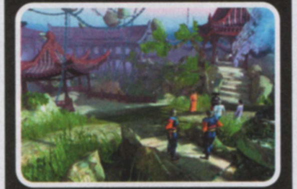
> "...the **way you act** gives you **different skills** and quests..."

While fighting plays a big part in the game, so does getting other characters on your side. Conversations work in a similar way to *KOTOR*, with you being able to choose what to say from several options. The way you act gives you different skills and side-quests and ultimately decides if you follow a good or evil path.

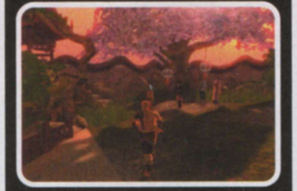
It's an interesting blend of RPG and beat-'em-up and one that couldn't be in safer hands.

Make Minions

To succeed in the Jade Empire, you need followers and agents. The decisions you make throughout the game can help or hinder your progress and you become more or less respected, though you've always got the option of going all-out to be as nasty and despised as possible.



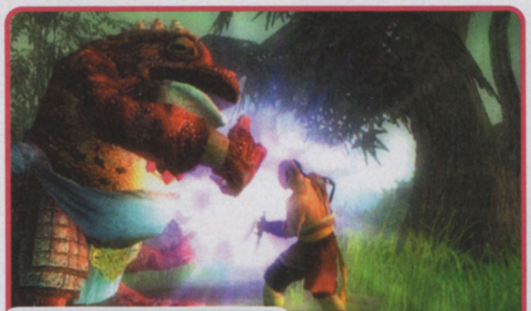
▲ You can talk to citizens you encounter around the Empire – some are friendly, but others are enemies.



▲ Some people will agree to become agents. Each has different skills and you can pick which is best to use.

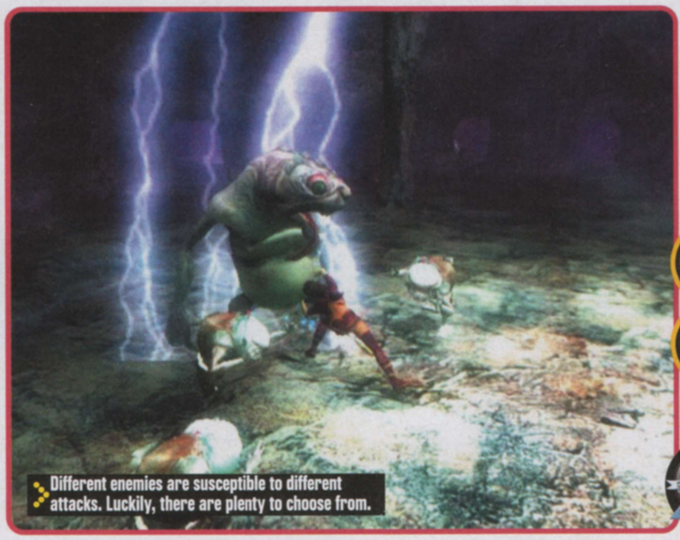
Brute Lee

As well as fighting using a wide range of styles, your character can absorb the spirits of defeated monsters and transform into them at will for a limited time. The final number of transformations has yet to be decided, but it could be as many as a dozen different monsters.



▲ Defeating a mammoth beast isn't particularly easy.

◀ Choose to transform and your character disappears in a flash.



Different enemies are susceptible to different attacks. Luckily, there are plenty to choose from.

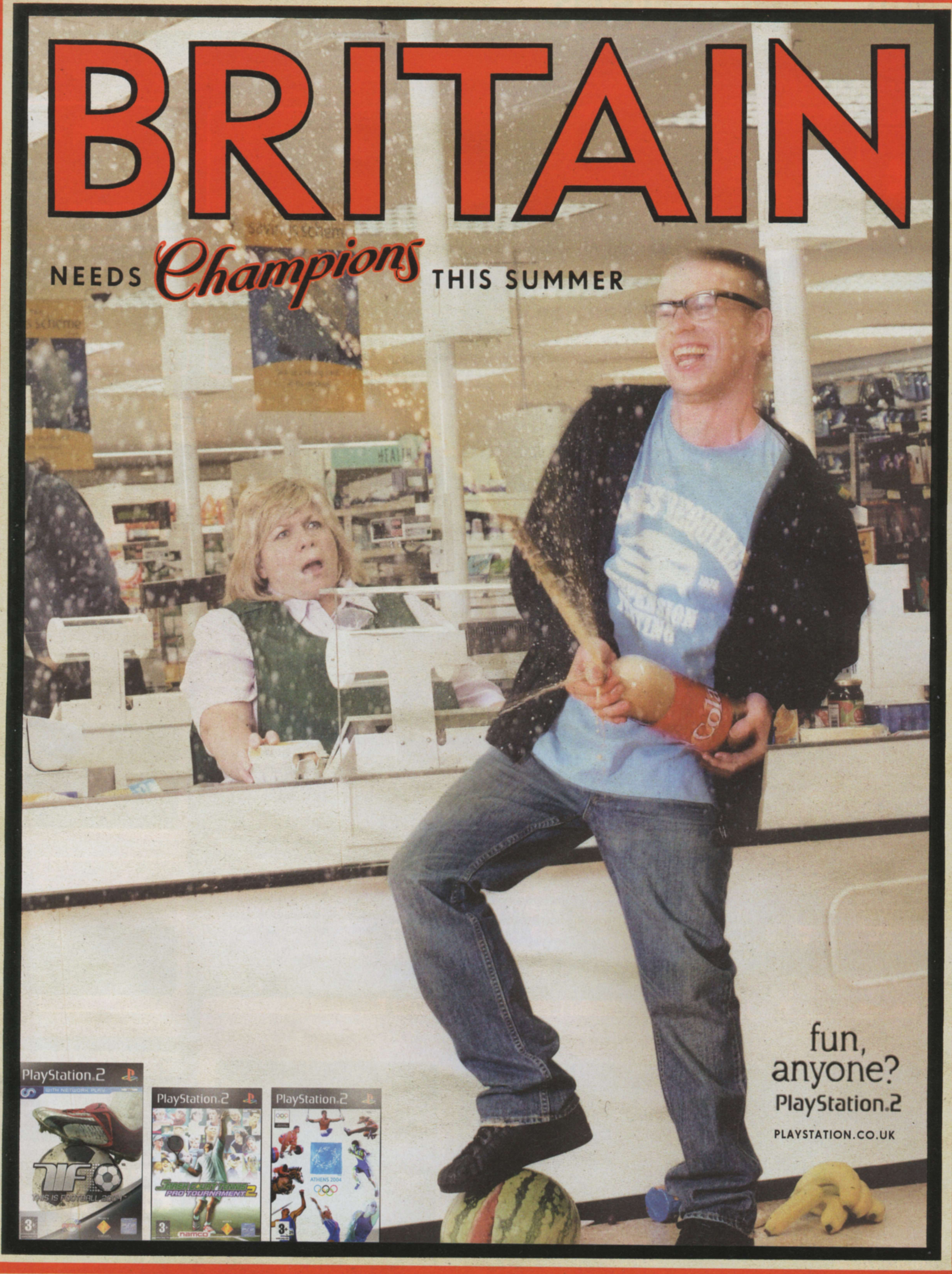
GOOD COP BAD COP

☺ Could well turn out to beat even *KOTOR* with its huge game world, range of options and in-depth fighting options.

☹ The all-new combat could be a tricky one to pull off. If BioWare don't get it right, it could be *Jade Empire*'s downfall.

WHERE IT'S AT

There's still some way to go with development. Expect to be waiting until early next year at least.


BRITAIN
NEEDS Champions THIS SUMMER
fun,
anyone?
PlayStation.2
PLAYSTATION.CO.UK
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THIS IS FOOTBALL 2004
PlayStation.2
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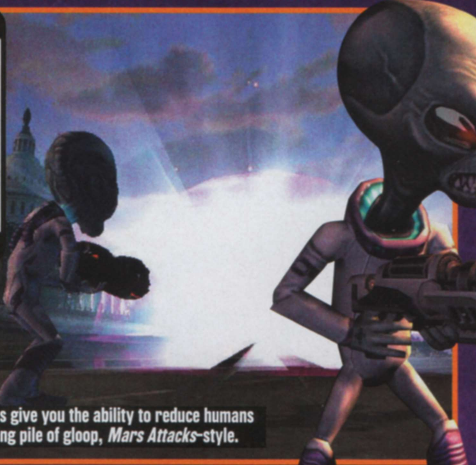
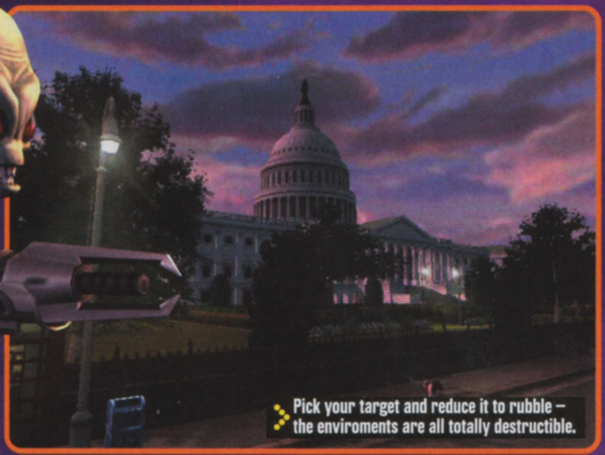
OUT: FEBRUARY 2005 **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** PANDEMIC **PUBLISHER:** THQ **SPECIAL FEATURES:** NONE **OTHER FORMATS:** XB **CALL:** 01483 767656 **PLAYERS:** 1

PREVIEWER

Kath Brice

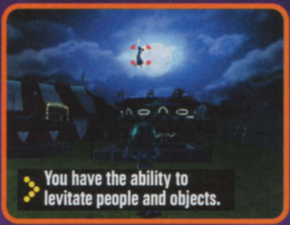


Your alien guns give you the ability to reduce humans to a smouldering pile of gloop, *Mars Attacks*-style.



Pick your target and reduce it to rubble – the enviroments are all totally destructible.

You can often spot aliens in a field full of cows.



You have the ability to levitate people and objects.

Destroy All Humans!

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE

Aliens are **invading Earth** and, as they say, **if you can't beat them,** join them...

Lots of games have let us fend off aliens, shooting them in their droves, but when you think about it it's surely much more fun being an alien and doing the invading.

There are only so many tanks you can drive and rocket launchers you can fire off after all. We want to play as a little green fella, carry an overpowered laser gun and take over people's bodies. Then we want to tear around in a big silver flying saucer, invade the White House and reduce the president to a pair of smoking cowboy boots.

Destroy All Humans! is the punchily titled new game from developers Pandemic, who also did *Full Spectrum Warrior*. And in a bit of a contrast to that ultra-serious Gulf War sim, this is a totally over-the-top blast-'em-up that lets you cause mayhem on Earth as an alien.

GREEN MEN

Recognising pretty much every alien stereotype going, you can chat to cows, body-snatch people, harvest their brains and abduct animals for research. You can also just go mental and destroy everything with your array of alien weaponry, which ranges from an Ion Detonator to the Quantum Deconstructor. The five environments the game features are massive, and you're given *GTA*-style freedom to do whatever you like in whatever order you like. Fancy going crazy with crop circles or hypnotising random people to do your bidding? This game offers plenty of options that'll please sadists even more than bricking up the toilet door in *The Sims*.

Your ultimate goal is as simple as the game name suggests. Wipe out the whole of mankind. Although the way you achieve it is a bit more subtle than just running around shooting everyone (see Human Jacking). Do that and the humans will be prepared for your invasion. Sometimes it's better to be sneaky, taking over bodies and getting the stupid humans to unwittingly do your bidding.

The game's cartoony, but the physics are impressive – most noticeably when you're levitating cars and chucking them around. There's also more than a gentle sprinkling of humour that fans of alien B-movies in particular will appreciate. We certainly dig the idea. We just hope there's enough depth behind the wanton destruction to get us onside with the farmer-bothering little critters.

It all looks quiet and peaceful. Just wait until they see you in your silver spacecraft.

> "...this will **please sadists** more than **bricking up** the toilet in *The Sims*..."

Softography

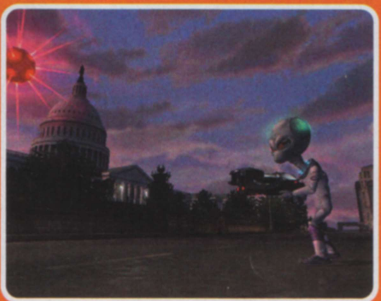
These guys have also made...

Star Wars Clone Wars	73%
Full Spectrum Warrior	85%

Human Jacking

As well as simply obliterating humans using traditional methods, you can also infiltrate them by 'jacking' a human body and going about that person's normal life. Take over a military general and you can then attend special UN forces meetings and tell everyone those alien sightings are obviously down to farmers having one glass of sherry too many. That'll get 'em off your back.

If people catch sight of you as an alien, or you start doing freaky things in front of them, they panic.



The people-manipulating powers include being able to hypnotise, body-snatch, read minds and levitate.

Bah – the fairground is deserted. Never mind – tomorrow there'll be plenty of kids to obliterate.

Alien Arsenal

You can get around the place on foot, in your spaceship (which can be upgraded throughout the game until you end up with something truly spectacular) or, of course, by traditional alien jetpack. Gaining access to new areas depends on acquiring the right human body for your evil needs or just using force to take out the people in your way.

Flying saucer is the best way to travel and your silver flying machine can be upgraded along the way.

You seldom see an alien strolling down the main road – use your jetpack!

GOOD COP BAD COP

☺ An original and amusing idea that could be a lot of fun so long as Pandemic get the balance right.

☹ We approve of the violence and humour, but it's unclear how objectives are going to slot together.

WHERE IT'S AT

While a demo is up and running, it's still some way from completion and won't be out until early next year.

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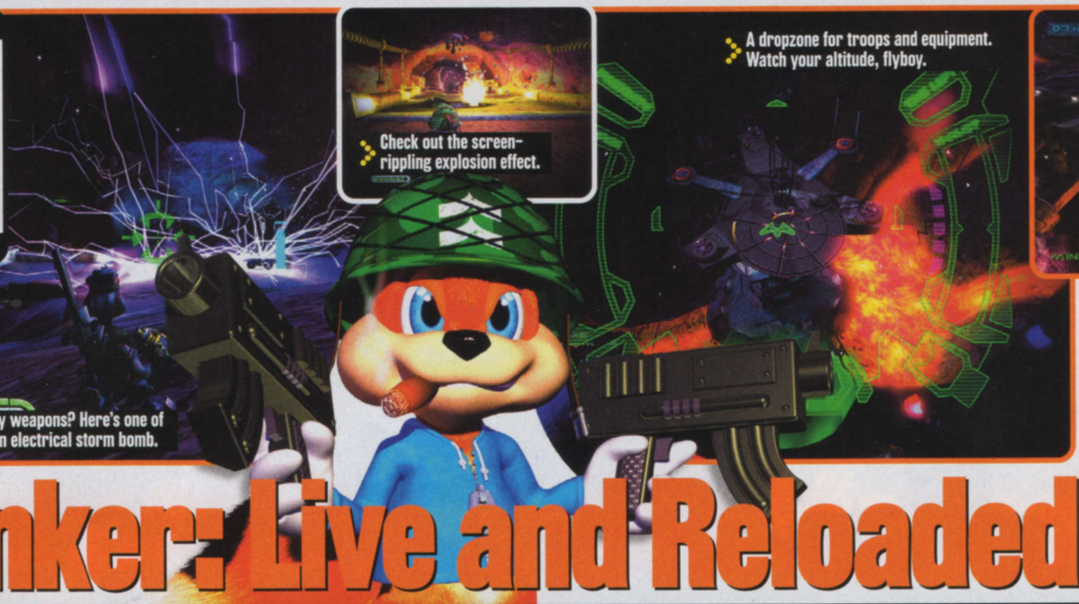
activision.com

OUT: 2005 | **FORMAT:** XB | **PRICE:** TBC | **DEVELOPER:** RARE | **PUBLISHER:** MICROSOFT | **SPECIAL FEATURES:** XBOX LIVE | **OTHER FORMATS:** NONE | **CALL:** 0870 6010100 | **PLAYERS:** 1-16

PREVIEWER

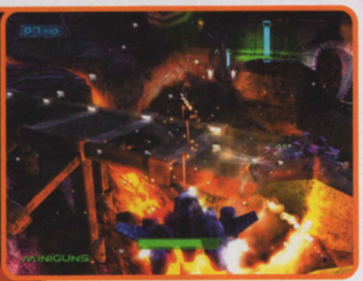
Martin Kitts



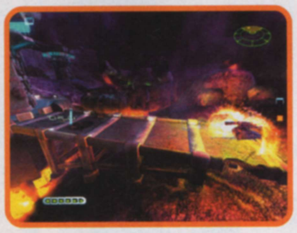
You want heavy weapons? Here's one of the heaviest, an electrical storm bomb.

Check out the screen-rippling explosion effect.

A dropzone for troops and equipment. Watch your altitude, flyboy.



Take the bridge to win the battle.



First World War tanks go at it in a future battle environment.

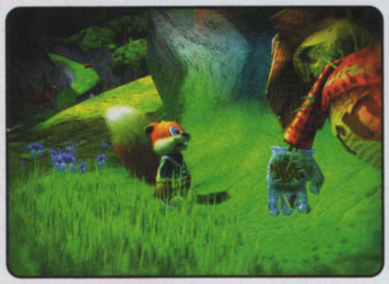
Conker: Live and Reloaded

EST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

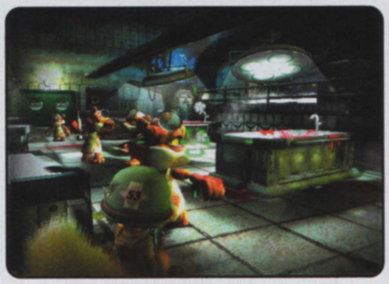
The **filthy squirrel** is back, with a **fist full of bullets** and a head full of **songs about poo...**

He's The Scatman

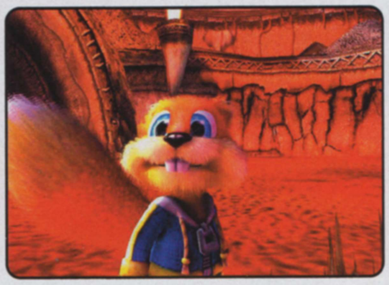
Conker's solo quest is unrecognisable from the N64 original, but equally fascinated with poo.



Conker gets to meet the sozzled scarecrow. This brings back some memories!



Kill the evil and sinister Tediz and put a stop to their vile soft-toy surgical experiments.



Conker has a bit of a Brad Pitt straggly beard now. Shave it, please – it doesn't suit squirrels.

A game with a gigantic, opera-singing boss-turd called the Great Mighty Poo? That you defeat by lobbing bog roll into its peanut-studded gob? While playing as a foul-mouthed, toilet-obsessed squirrel? Welcome back, Conker...

Live And Reloaded is a complete reworking of 2001's 18-rated *Conker's Bad Fur Day* for the N64, featuring the original one-player mode revamped with snazzy Xbox graphics and, yes, even more potty-mouthed language.

It's full of movie parodies (there are scenes nicked from *Aliens* and *The Matrix*, among others), drinking, puking and all that, but now featuring the nifty fur effects from *Starfox Adventures* and some seriously impressive backdrops. At first glance, you wouldn't think it had anything to do with the N64 version.

> ...it's like a **furry version** of *Halo*, but **don't be fooled** by the **cute looks**...

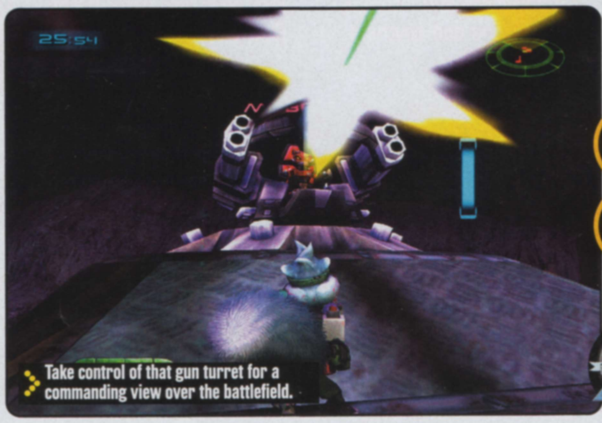
LIVE KICKING

But all that, excellent as it may be, is billed as a mere bonus mode in what is going to be an absolutely blinding online shoot-'em-up. Squad-based multiplayer mayhem is what it's all about, with 16 players going at it on Xbox Live or via a LAN link-up.

Choose a character class – Skyjockey, Long Ranger, Grunt, Demolisher, Thermophile or Sneaker – and join the campaign to defeat the enemy Squirrels or Tediz. It's like a furry version of *Halo*, but don't be fooled by the cute looks – it packs quite a punch, and when a cuddly animal cops a sniper bullet in the head, the stuffing really does fly.

There are five types of vehicle to drive, plus a huge arsenal of weaponry. Success in a mission means you'll win medals and earn downloadable extras, so a battle-hardened Tediz veteran will be distinguishable by appearance as well as the ability to vaporise you from a great distance using a Squirrel-seeking rocket.

This is going to be fantastic. If you're not hooked up to broadband yet, you've got less than a year before *Conker* makes Live an essential piece of kit for every Xbox owner.



Take control of that gun turret for a commanding view over the battlefield.

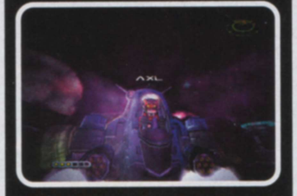
Softography

These guys have also made...

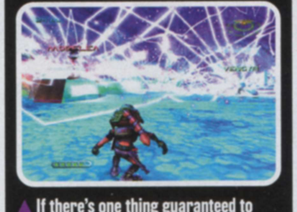
Conker's Bad Fur Day	90%
Perfect Dark	96%
Donkey Kong 64	94%
GoldenEye	93%
Grabbed By The Ghoulies	66%

Team Tactics

You can choose an Old War campaign, which is like the WW2-style multiplayer levels from the N64, or one of the more high-tech Future War missions. Battle experience earned can be carried over to subsequent levels, and further missions will be available for download as soon as they're created over at Rare HQ.



Both time zones have hovering aerial vehicles. Sod historical accuracy (it's a battle between cuddly animals, after all).



If there's one thing guaranteed to create a bit of breathing space on a crowded battlefield, this is it.

GOOD COP BAD COP

Varied and intense missions for teams of furry warriors, with voice communication and specialised roles.

You might have played the one-player mode before, even though there are a few superficial differences.

WHERE IT'S AT

Due for release next spring, but – this being a Rare game – anything could happen.

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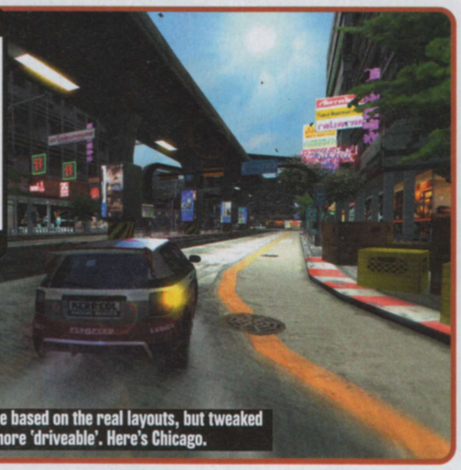
OUT: SEPTEMBER

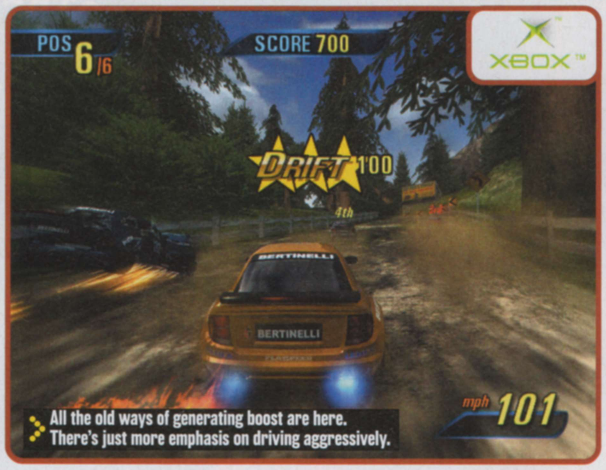
FORMAT: XB
PRICE: £40
DEVELOPER: CLIMAX
PUBLISHER: EA
SPECIAL FEATURES: ONLINE
OTHER FORMATS: PS2
CALL: 01932 450000
PLAYERS: 1-2

PREVIEWER

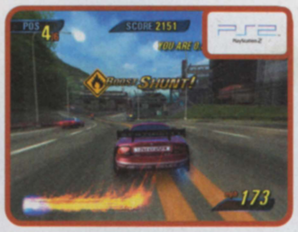
Dave Harrison



All the cities are based on the real layouts, but tweaked to make them more 'driveable'. Here's Chicago.



All the old ways of generating boost are here. There's just more emphasis on driving aggressively.



▲ By shunting into other cars, you can nick their boost. Twat a competitor off the road and you'll be rewarded handsomely.

▲ The *Burnout* team have made sure the online experience is just as good as the offline game, so you'll find equal amounts of ambient traffic in both.

Burnout 3

EST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

It's the game where an **90mph, car-crippling collision** with an **18-wheeler fuel truck** is only the beginning...

Since we last reported on *Burnout 3* there's been a pleasant development. At E3, the head of EA games and Microsoft's J. Allard met on stage. They embraced and caressed each other in a manful but sensitive way, then announced that EA games will be playable on Xbox Live.

While this, of course, will have all those *Madden* fans stoked, this is great news for every Xbox owner, as they'll be able to play *Burnout 3*, online. We already have, and it kicks ass like Batman.

RAGE MACHINE

PS2 owners shouldn't fret, as it's online for them as well, with what could well be the ultimate networked driving experience. This is a game that combines the structure and variety of *Project Gotham* with the free spirit of *Midtown Madness*. While 'pranksters' going the wrong way round a track easily spoil other online games, *Burnout 3* encourages that sort of anti-social behaviour. There's even a purposely designed race mode to cater for it. Road Rage pits a team of Racers, whose task is to complete the track in one piece; against a team of Ragers, whose job is to batter them into a state resembling a crumpled crisp-packet. A petrol-soaked, burning one.

> "...the **structure** of *Gotham* with the **free spirit** of *Midtown Madness*..."

Developers Climax have even tweaked the popular Crash mode to make it playable online, so you can either go head to head or play a Co-operative mode on one of 100 junctions.

Burnout has always been successful and a favourite with the critics, but for a game that brushes close to arcade perfection and oozes ideas from its pores, it feels like it's still waiting to truly explode. Now EA have got hold of the title, a company who know a thing or two about marketing, *Burnout 3* could well reap all the rewards the series surely deserves.

Softography

These guys have also made...

AirBlade	60%
Trickstyle	72%
Burnout	88%
Burnout 2: Point of Impact	88%

Crashes To Crashes, Junk To Junkyard

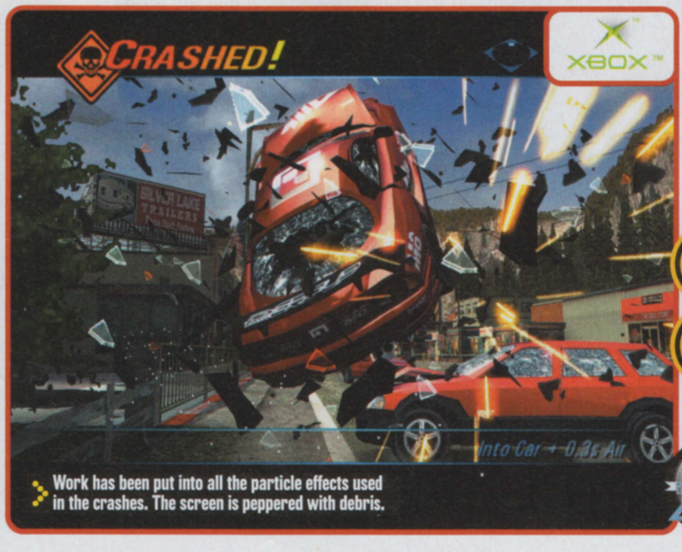
Every crash in *Burnout* is an event. In the one-player, game time slows down as your once-pristine muscle car shatters and deforms into smouldering mush. But before you start weeping, you can still have the last laugh. Hitting ⓡ you can apply after-touch to your airborne wreck, then guide it to land on the car that just ended your race. Bitterness is virtue.

TAKEDOWN AVENGED!
Into Van + 0.7s Air

▲ There's no place for the 'big man'. Get petty.

Into The Wall + 101ft Skid + 0.3s Air + 0.6s Air

◀ All the details of the crash are recorded.



Work has been put into all the particle effects used in the crashes. The screen is peppered with debris.

Combo Splatter

The Crash mode has been given a complete overhaul. Rather than just ploughing into the junction and hoping for the best, now you have to aim your car at the various power-ups. The x4 is the most valuable as it quadruples your score, which is the only way you're going to get to trouble any leaderboard.

▲ Also new is the Crash-breaker, which allows you to blow up your car.

▲ All these extras add a strategic level to the Crash mode. Did it need it, though?

GOOD COP BAD COP

☺ Retains the arcade-fresh rush, but builds upon the existing features with real intelligence.

☹ This is savage, brutal racing. Those who prefer driving with a tad more etiquette and restraint may be offended.

WHERE IT'S AT

The code we played was so solid, it was So Solid. But we still have to wait until September.

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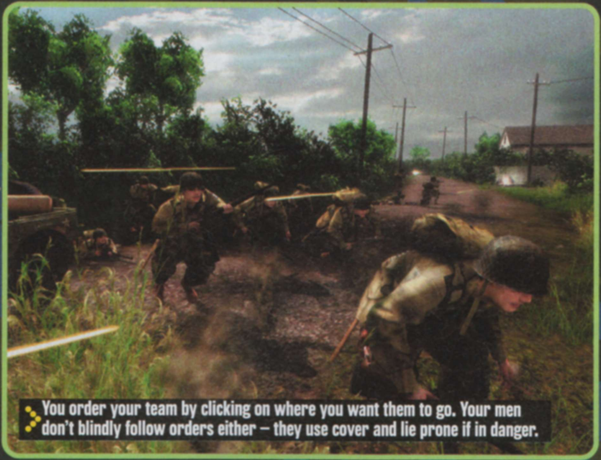
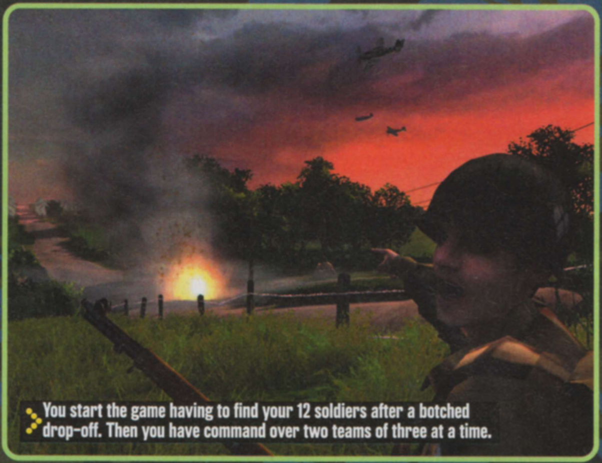
OUT: CHRISTMAS **FORMAT:** PC **PRICE:** £40 **DEVELOPER:** GEARBOX **PUBLISHER:** UBISOFT **SPECIAL FEATURES:** ONLINE **OTHER FORMATS:** PS2, XB **CALL:** 01932 838 230 **PLAYERS:** 1-4


You order your team by clicking on where you want them to go. Your men don't blindly follow orders either – they use cover and lie prone if in danger.


You start the game having to find your 12 soldiers after a botched drop-off. Then you have command over two teams of three at a time.

▲ The level of detail in your fellow soldiers is incredible. They all look and act uniquely.

▲ You'll be able to carry two weapons at a time as well as some grenades.

Brothers In Arms

And once you've finished it, **Ubi are planning sequels** *Money For Nothing* and *Sultans of Swing*...

PREVIEWER: Kath Brice

With the number of WW2 games out there, it takes quite a lot to make us raise an impressed eyebrow or perhaps give a little 'hmm' of approval.

But seeing the AI soldiers in *Brothers In Arms* for the first time certainly did it for us. Starting the demo level, six members of our squad stood around talking. Getting up close revealed that not only does every character look distinctive, they also stopped their conversation to acknowledge us and looked us up and down, blinking and using various facial expressions with unnerving realism.

This realism is continued in the game world – every event and mission is based on its real-life counterpart and wartime Normandy has been replicated almost photo-perfectly. The fighting is super tactical – if you don't use cover at every opportunity, you're dead in seconds and your enemies react to your every move, never just running blindly into gunfire.

We were only allowed to get our hands on one level, but that level stunned us with its attention to detail and realism. If it's kept up throughout the game, we might even raise both eyebrows.

GOOD COP > BAD COP

It's got some of the most detailed character models we've seen and the AI looks spot-on. There's online play too.

The shooting's all very tactical, which may not appeal to those who wish Tom Clancy would just disappear.

> WHERE IT'S AT

Only one level is playable at present and that's not finished. The PC version is due out first, at Christmas.

OUT: 12th SEPTEMBER **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** JUICED GAMES **PUBLISHER:** ACCLAIM **SPECIAL FEATURES:** ONLINE **OTHER FORMATS:** XB, PC **CALL:** 020 7344 5000 **PLAYERS:** 1-6 (ONLINE)

Juiced

Nothing to do with **squeezing fruit** and everything to do with **driving very fast...**

PREVIEWER: Kath Brice

Most driving games let you upgrade stuff, but proper car modification sims are thin on the ground. *Juiced*, on the other hand, even lets you choose your car stereo for maximum respect.

There are more than 50 different types of licensed car to get your mod-happy mits on. Then it's a case of taking part in some seriously speedy street races, choosing which wagers to take on, then earning cash and respect for crossing the finish line first.

Cash is what you need if you want to beef up your bodywork and with the hundreds of parts you've got to choose from, Acclaim estimate there are more than 7.2 trillion unique custom cars to create. Brilliant. We always find an extra couple of trillion give a game a bit more longevity.

Juiced will also be online on every format. Up to six can race, either in teams or on their own, and you can race for money or to win your competitor's car off them. Yep – that's mega-bass stereo and all.

> Hot Mod

You can spend literally hours perfecting your vehicle. You can do pretty much everything you could do to a car in real life.

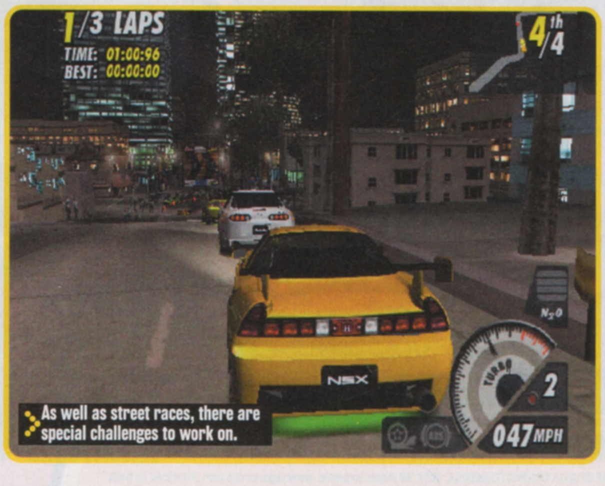
▲ There are more than 50 types of car you can pick, from 17 manufacturers.

▲ You can get creative – orange, with a blue tag and yellow neons. Bring it on.

▲ It looks sparkly and shiny now, but cars can be smashed right up in races.

The quicker you accept a challenge, the more respect you earn.

In single-player mode, you have to build up your own crew.



As well as street races, there are special challenges to work on.

▲ To progress, you have to build your notoriety and respect as well as win races.

GOOD COP > BAD COP

The people working on *Juiced* are the same ones behind the excellent, but never released, *Lamborghini*.

It's coming out alongside some high-profile driving games from EA and a little game called *Gran Turismo 4*.

> WHERE IT'S AT

The team still have some work to do on the online play in particular, but it should be with us in a couple of months.

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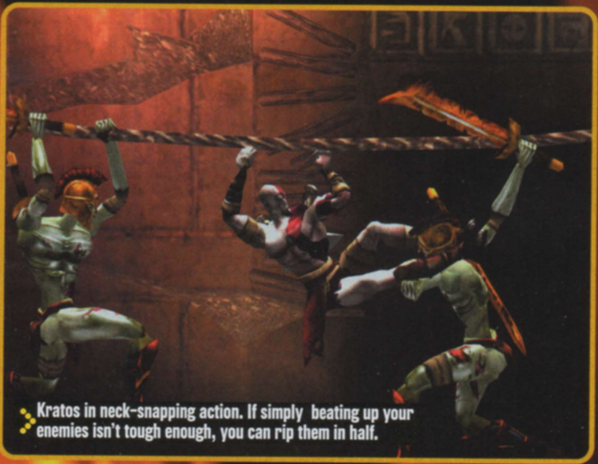
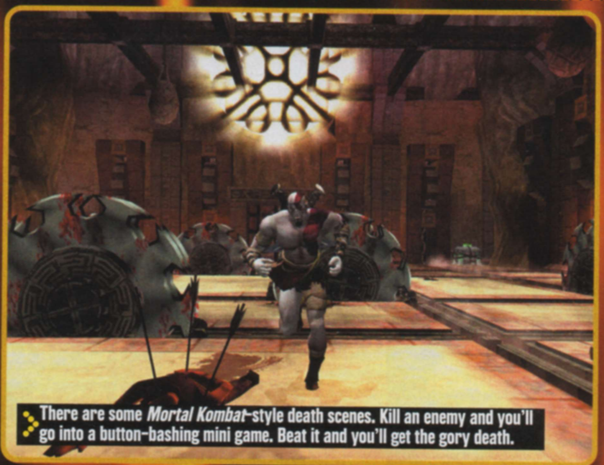
gamestation

BLOCKBUSTER
in selected stores only

OUT: NOVEMBER 2005 **FORMAT:** PS2 **PRICE:** TBC **DEVELOPER:** SONY SAN DIEGO **PUBLISHER:** SONY **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 020 7859 5000 **PLAYERS:** 1


Kratos in neck-snapping action. If simply beating up your enemies isn't tough enough, you can rip them in half.


There are some *Mortal Kombat*-style death scenes. Kill an enemy and you'll go into a button-bashing mini game. Beat it and you'll get the gory death.

Kratos doesn't look that cool at the moment, but there's a long way to go yet.

This looks hard. Wait till you face Medusa, who kills you with one stare.

God of War

As good as **all the classic moments** in *Troy*. That'll be the scenes **without any speaking** in, then...

PREVIEWER: Thomas East

It was great to play all the big sequels at E3, but it's also exciting to get our hands on a potential new classic. Especially when you're playing as Kratos, a butt-kicking Greek warrior looking to cause the god of war extreme pain.

Armed with two swords attached to chains, you're like an ancient Greek Dante and with up to 20 sexy moves, you can get the combos flowing from the off. In the two-level demo we had fun juggling Spartan soldiers in the air and stabbing them through the face, before using Medusa's head to turn some other enemies into stone. But it's not all about Brad Pitt-style ass-kicking as you've got to grab an item from Pandora's Box, so there'll be some adventuring and puzzle solving as well.

It should be better than all those crap attempts to make a Gladiator game.

You can swing your chain blades 15 feet in front of you.

GOOD COP BAD COP

We've played it and the fighting's as smooth as *Prince of Persia* with all the style of *DMC*. And it's set in Ancient Greece.

It's not coming out until the end of next year, so it will be a long time before we take on Aries.

WHERE IT'S AT

As you can see from the release date, it's very early days, but *God of War* is already looking fantastic.

OUT: NOVEMBER **FORMAT:** PS2 **PRICE:** £30 **DEVELOPER:** KONAMI **PUBLISHER:** KONAMI **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 01895 462151 **PLAYERS:** 1-2

Mudden Impact

The look and flow of the mud is surprisingly realistic. They've really thought about those mud dynamics. Well done!

Initially the girls start out clean, but obviously with dirty thoughts.

As the mud start to splash about, the girls' hair gets matted to their faces.

The mud 'physics' are so good, it start to drip off as the bout continues.

PREVIEWER: Dave Harrison

All the girls must fight dressed in something they're comfortable in.

The action is as brutally violent as any other wrestling game.

Rumble Roses

Every rose **has its thorn.** So here's a game that gives you the... **chance to mud-wrestle!**

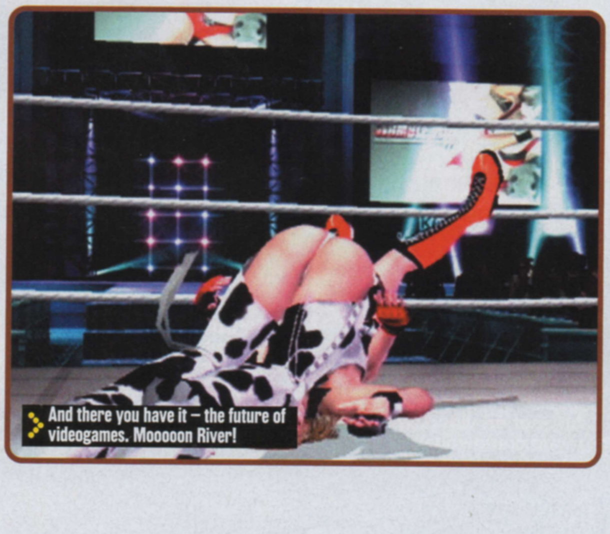
When Konami were asked if part of the aim of *Rumble Roses* was to titillate male gamers, the answer was a shameless 'yes'. And we thank them for their honesty.

This is a game with an extremely obvious selling point – healthy young women, scantily dressed, roughing each other up. With the option of mud. It's the game that makes *DOA: Volleyball* look almost puritan.

Let's remember, though, Konami make great games, so this isn't some elaborate bikini show; there's some real punch to the combat. Unlike many other wrestling games the action here is snappy and feels far more like a conventional beat-'em-up.

Also, keep in mind these bruising beauties have personalities as well as looks, which can be developed by choosing different fighting styles. Rely on too many dirty moves and your girl will form a nasty persona. Then the crowd will get on her back and it will ultimately lead to her being at a disadvantage. Yer see, it's not just about girls sweating; there's a life lesson in there.

We'll hopefully have more details on the mud and all 11 feisty fillies very soon.


And there you have it – the future of videogames. Mooooon River!

Now that's what we call wholesome. It's guaranteed fun for all the family.

GOOD COP BAD COP

It looks like being a pretty decent scrapper. And it's got women wearing very little in it.

This is a game with limited ambition. You can't see it beating *Def Jam* or *SmackDown* in terms of scope.

WHERE IT'S AT

It's due out this November and we can't see any reason why this should slip. It's looking mighty pretty.

WE DECLARE A THUMB WAR!

At this year's E3, history was made. It was the first time in the show's ten-year history that two new gaming machines were publicly unveiled. It was at E3 2004 that Sony's PSP and the Nintendo DS first challenged for our affection and is surely the start of one the most intriguing format battles in gaming history. Two companies with two completely different ideas about handheld gaming, and two incredible machines. A month on, we sift through the info, weave past the hype and take a closer look at the future of handheld gaming. Which of the rival formats – if either – will eventually win our hearts and minds?

THE SPECS »»

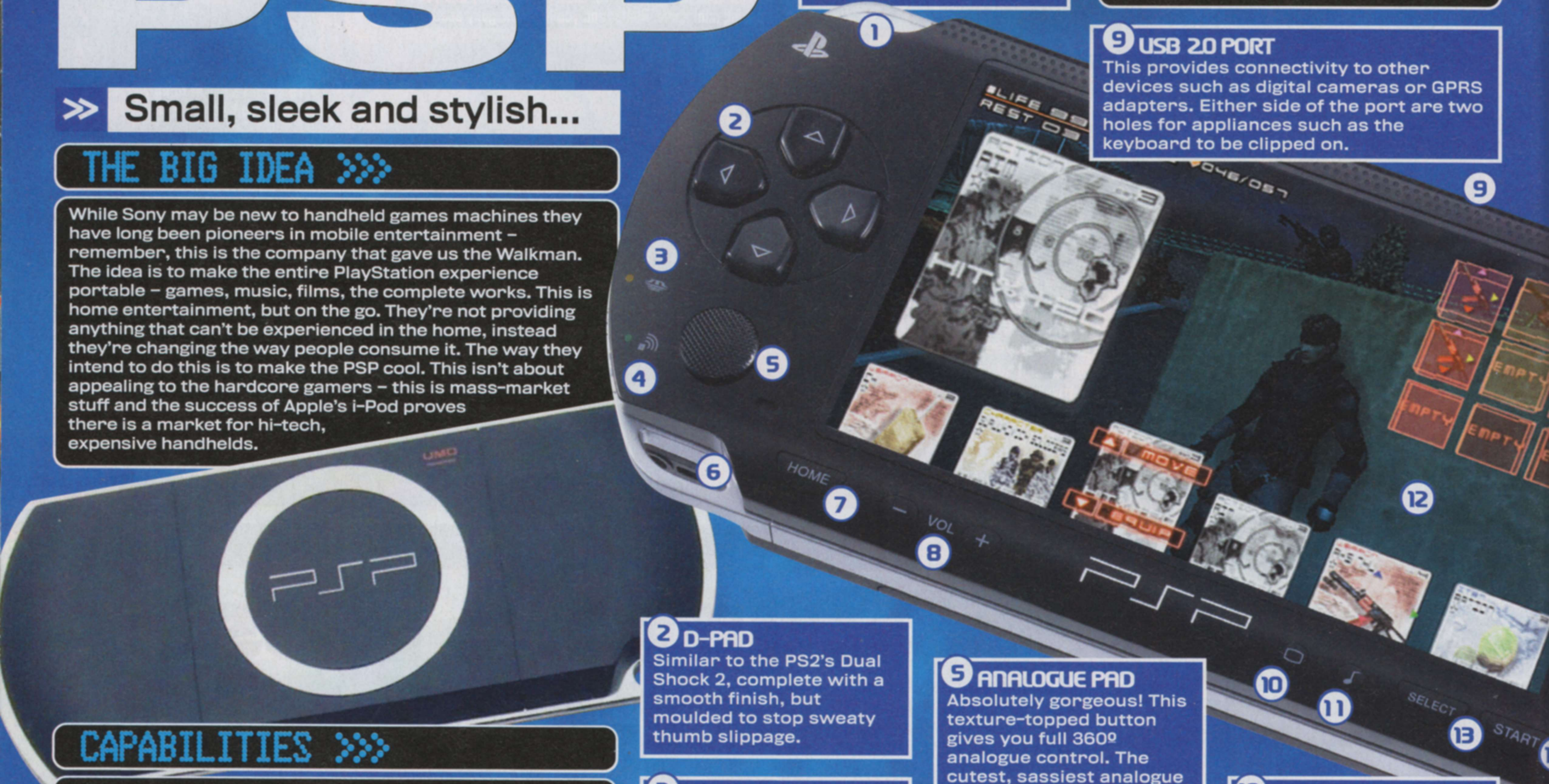
Weight: 260g
Size: 170x74x23mm
Main Memory: 32MB
Embedded DRAM: 4MB
CPU: PSP CPU (System clock frequency 1~333MHz)
Display: 4.3 inch, 16:9 widescreen TFT LCD 480 x 272 pixel (16.77 million colours)
Connectors: USB 2.0, 802.11b wireless LAN
Extras: Memory stick, charger, stand, headphone with remote commander, external battery pack, case.

PSP

» Small, sleek and stylish...

THE BIG IDEA »»

While Sony may be new to handheld games machines they have long been pioneers in mobile entertainment – remember, this is the company that gave us the Walkman. The idea is to make the entire PlayStation experience portable – games, music, films, the complete works. This is home entertainment, but on the go. They're not providing anything that can't be experienced in the home, instead they're changing the way people consume it. The way they intend to do this is to make the PSP cool. This isn't about appealing to the hardcore gamers – this is mass-market stuff and the success of Apple's i-Pod proves there is a market for hi-tech, expensive handhelds.



CAPABILITIES »»

The PSP is the handheld the GBA would like to be when it grows up – it's basically all things to all media-savvy consumers. Thanks to the 16:9 screen dimensions you can watch movies in widescreen, albums can be downloaded onto the memory stick and played back, a GPRS adapter can be attached to access the internet and of course there are the games. Sony are also releasing a clip-on keyboard, which suggests the PSP could also be used for personal organising and instant messaging. Then there's Wi-Fi. The PSP comes with 802.11 bandwidth, which shouldn't mean much to anyone who gets out occasionally, but simply put, it kicks Bluetooth's ass and is capable of streaming a movie remotely to your PSP. Initially the Wi-Fi capability will enable gamers to play multi-player games without the need for link-up cables, but it has enormous potential. It's likely the PS3 will include Wi-Fi technology, so the PSP could become like a remote control accessing all the movies, music and games stored on your console, which is now behaving like a home entertainment hub. Wi-Fi also enables appliances to hook up to the internet but only when in the vicinity of 'hot spots' – designated servers that support Wi-Fi. At the moment these are few in number but the more that are established, and if Sony support it online, there might come a time when music and movies can be streamed to your PSP as you walk down the street.

みんなの GOLF
EVERYBODY'S GOLF
PSP

SONY
CYPRESS HILL

① SHOULDER BUTTONS

Clear plastic L1 and R1 buttons – no L2 or R2.

② D-PAD

Similar to the PS2's Dual Shock 2, complete with a smooth finish, but moulded to stop sweaty thumb slippage.

③ MEMORY STICK INPUT

A hinged flap covers the memory stick port.

④ WIRELESS LAN ON/OFF SWITCH

Choose solo or group play.

⑤ ANALOGUE PAD

Absolutely gorgeous! This texture-topped button gives you full 360º analogue control. The cutest, sassiest analogue control ever!

⑥ POWER IN

Socket to connect the PSP power adapter to recharge the built-in lithium-battery. Once fully charged it should provide up to 10 hours of use, depending on what you're doing.

⑦ HOME

One button to take you back to the PSP's menu screens.

⑧ VOLUME CONTROL

⑨ USB 2.0 PORT

This provides connectivity to other devices such as digital cameras or GPRS adapters. Either side of the port are two holes for appliances such as the keyboard to be clipped on.

⑩ SCREEN OPTIONS

Go here to adjust the brightness of the screen. And maybe the ratio.

⑪ SOUND MODE

Access the sound output options here.

⑫ SCREEN

It's a 4.3 inch, 16:9 widescreen.

⑬ SELECT

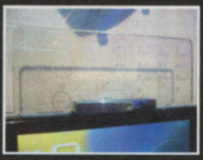
Access the menu at any time during gameplay.

UMD »»

All the PSP magic is made possible thanks to this innovative new disc. The Universal Media Device is only 60mm in diameter but it can carry 1.8 GB of digital data. The kind of digital data it carries is up to Sony, but will definitely include games, music and full motion video. What more could you want?

PSP PERIPHERALS »» PSP PERIPHERA

Phone pad
For texting and seemingly telephone purposes.



Remote control
Sleek, discreet and with a digital display.

THE GAMES >>>

From the rolling videos that Sony released it seems the quality of graphics is up there with early PS2 games, so it seems we can expect a lot of PS2 ports of the big sellers. The only difference is the PSP lacks the L and R buttons and a second analogue stick, which means many control systems will have to be tweaked. In fact Hideo Kojima has made *Metal Gear Acid* turn-based, as he felt the PSP couldn't cope with a full *MGS* action game. But this hasn't stopped more than 100 developers pledging their support for the PSP. Here are some of the games already announced.

METAL GEAR ACID

The turn-based, strategy twist on the Solid Snake series was an E3 demo.

TALES OF ETERNIA

Yeah. Lately I've been busy in the fields. Reid, do you still come here everyday?

This Namco RPG was the only game that was at all playable at E3.

WIPEOUT PURE

The return of the game that gave the PSone its early success.

GRAN TURISMO 4

Referred to as *Gran Turismo Mobile*, this looked very like the PS2 version.

DARKSTALKER'S CHRONICLES

A dose of Capcom's 2D magic with this vamp beat-'em-up.

EVERYBODY'S GOLF

Sony's own take on the game. Simple and usually excellent.

APE ESCAPE

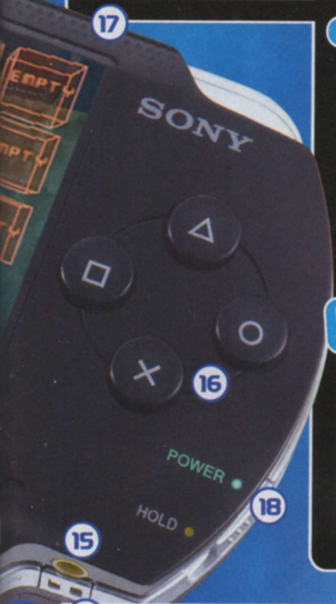
The monkey swiping platformer looks set for a PSP conversion.

AMORED CORE FORMULA FRONT

The giant robot-masher is on its way. Hopefully with a cuter control system.

AND SOME IN THE PIPELINE

- *Pro Evolution Soccer*
- *Puyo Pop Fever*
- *NBA Street*
- *Tiger Woods*
- *NFL Street*
- *Need for Speed*
- *Frogger*
- *Ridge Racer*
- *Tales of Arcadia*
- *WRC*
- *Hard Corps*
- *Ten-No-Kagi-Chi-No-Mon* (really)
- *This is Football 2005*
- *NHL Face Off 2005*
- *Fighting Spirits*
- *MediEvil*
- *NBA Shootout 2005*
- *Twisted Metal World Tour*
- *ATV Offroad Fury*
- *Formula 1 '04*
- *Syphon Filter: Logan's Shadow*
- *Doko Demo Issyo*



⑭ START
For accessing menu options and pausing those games.

⑮ HEADPHONE PORT

⑯ ACTION BUTTONS
Labelled as you would expect, slightly raised and sweet to the touch. It still hasn't been established, though, whether these have similar touch sensitivity to the Dual Shock 2 buttons.

⑰ UMD EJECT
Slide this lock to pop out the discs. The back part of the PSP folds out like a mini-disc player to receive the UMD.

⑱ POWER SWITCH
Flick between three options: on, off and hold.

WHY THE PSP WILL SUCCEED >>>

- It has got the 'wow' factor. From the design of the machine to the quality of the visuals, the PSP looks a cut above anything else on the market. Also the amazing rolling demos give only a glimpse of what the PSP is capable of, as developers have yet to get to grips with the new technology.

- Sony's marketing strength. They're experts at making hardware cool. While the games aspect will appeal to the hardcore market, Sony will make the PSP a consideration for anyone and everyone.

- It's not reliant on the games. The rule that all game formats live and die by their software might not apply to the PSP. Thanks to its ability to provide music and movies on the go, it could survive even without a 'must play' game.

- It has huge potential. Sony have been tight-lipped about future functions for the PSP but with its multi-media and Wi-Fi capability there are plenty of options to be explored.

WHY THE PSP MIGHT FAIL >>>

- Even though Sony have not announced a price yet, it's safe to say the PSP isn't going to be 20 quid. It's going to be pricey, so purchasers used to GBA-sized prices may be scared off. If units aren't sold, developers will be scared off and the PSP will have problems.

- Sony are basically trying to sell entertainment we already consume in a portable format. So if you want to enjoy your favourite album or film on the PSP, you're going to have to re-buy them on a UMD format. As Sony have a vested interest in the movie and music industry, they're not going to encourage a system where you can download content for free. PSP isn't about i-Pod or MP3 freedom; it's about shifting UMDs.

- It might be too close to the PS2. Looking at the quality of the PSP games, they all look near-PS2 quality. Which is great, but it also means that it will cost a lot to develop PSP-specific games. So developers will have this choice – make a game for the PS2, with its millions of users, or spend a similar amount on a game for the PSP, with significantly fewer users.

- The PSP may just receive ports of PS2 games. The problem with this is that consumers will have the choice of playing said game either on the PS2, with their big telly and a Dual Shock, or on the PSP with a much smaller screen, less power and a compromised control system. The PSP might lose out. Will gamers really be prepared to buy both the PSP and PS2 versions of a game?

FIRST IMPRESSIONS >>>

This is basically a really sassy piece of equipment. This isn't a toy, or a gimmick, this up there with the i-Pod in terms of high-tech elegance and will appeal to anyone who can't resist the latest gadgets, whether or not they play games. The set-up is familiar, with the layout of the D-pad and action buttons, and it feels like a swollen version of the original GBA. The only things that feel at odds with the sleek exterior are the shoulder buttons, which are bit sharp on the fingers. The screen looks superb, with its widescreen ratio and backlit presentation. It might strain the eyes if you were watching the complete *Lord Of The Rings* trilogy, but it'll be more than adequate for gaming. Most appealing.

PSP PERIPHERALS >>> PSP PERIPHERALS >>> PSP PERIPHERALS >>> PSP PERIPHERALS >>> PSP

Keyboard
For instant messaging and personal organising.

Groovy padded carrying pouch
For protection and er, carrying.

Shoulder strap
Complete with built-in remote control.

Stylus
Not for use with games but for use with the clip-on keyboard and number pad.

Speakers
For when you want to squeeze the most cinematic experience out of the PSP.

THUMB WAR!

NINTENDO DS

>> Double the fun and delightfully different...

THE BIG IDEA >>>

The DS is all about innovation. The DS isn't the GBA-but-more-advanced, it isn't about increasing power and graphics; the DS is about creating a completely new gaming experience – something that's shoving the envelope, out of the box and completely unique. Nintendo have never been interested in how many polygons their machines could push about, it was all about the actual experience and, significantly, how the gamers interacted with the game. Nintendo were the first to introduce analogue sticks and pad vibration, both of which have become industry standards, so Nintendo are once again trying to set the standards that everyone will follow. As for the reason why they chose a touch-sensitive screen, Shigsy Miyamoto explained it's all about simplicity: "We tried to focus on a system where people can feel directly in control of that character... So with the DS, people who haven't been gaming for a long time or ever are suddenly brought to the same level as other gamers without having to worry about difficulty of control. I went back to the days of the original *Mario*, where it had one button to jump and that's it, I think that people long for that type of control again and those days where games were for anyone to enjoy." One thing we must remember is that it won't be called the DS on the release – that's only the current working title.

CAPABILITIES >>>

Like PSP, the DS has wireless technology built-in. This will enable the DS to provide multi-player fun for up to 16 gamers without the need for any wires. It's 'wireless', y'see. This connectivity will be functional up to a distance of up to 100 feet (optimum 30 feet, mind) and will require only one of the participating DSs to have the relevant game cart. And to make sure you're never left out, if your DS is in Sleep mode, it will wake up when another DS user is in range. Also, it's Wi-Fi compatible, which means games can also be played over the 'net with the proper support, and the DS could run an instant messaging service. Gamers will be able to chat using the microphone, and it could also be used for voice commands.

I'm stuffed
thank you...

THE SPECS >>>

Main Memory: 4MB **Video RAM:** 656KB

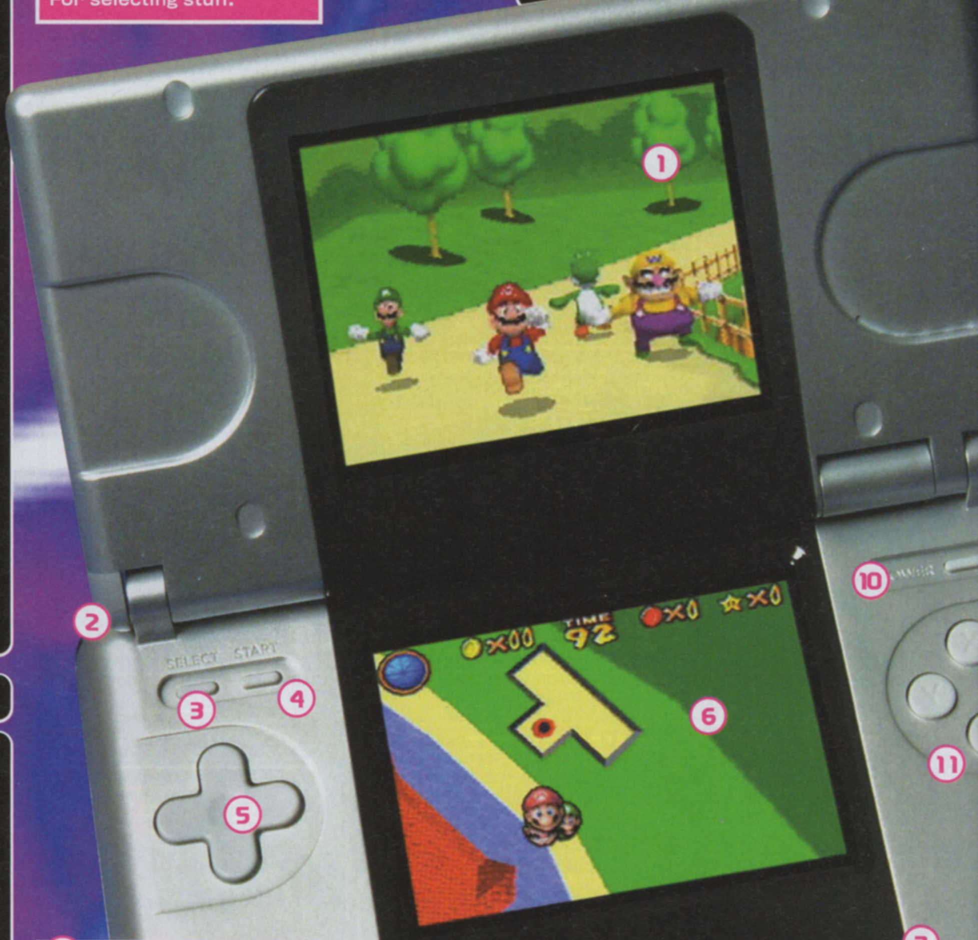
CPU: Two processors: one ARM-9 running at 67MHz; one ARM-7 running at 33MHz

Display: Two 256x192-resolution screens

Connectors: 802.11b wireless LAN

Game storage: Compact cards with memory of more than one gigabit

Other features: 16-channel sound; rechargeable battery



① NORMAL SCREEN

This is the non-touch screen. It's a 3-inch back-lit LCD screen and 256x192 resolution – which is good.

② SHOULDER BUTTONS

Similar in size and feel to the GBA SP's.

③ SELECT BUTTON

For selecting stuff.

④ START BUTTON

For starting games! Live the dream!

⑤ D-PAD

Flatter and smoother than the GBA SP's.

⑥ THE TOUCH SCREEN

This is the magical second screen, which is blessed with touch sensitivity. You can use the stylus, a finger (preferably yours) or anything proddy.

⑦ MICROPHONE

The DS comes with voice recognition software included as standard.

STUFFED >>> STUFFED >>> STUFFED >>> STUFFED >>> STUFFED >>> STUFFED >>> STUFFE

Many have stepped up to Nintendo in the handheld market, but no one has managed to make the mighty Game Boy flinch. Since 1988 the GB in its various guises has shifted more than 120 million units. Here are some of the try-hards that got left in Nintendo's wake...

Atari Lynx
Released in 1989, it squeezed in *Gauntlet* and *Shadow of the Beast*, but gave up by 1993.

Sega Game Gear
Showed up in 1991 and, despite being more powerful than the GB, still came up second best.

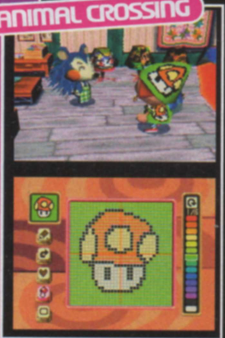
Supervision
Incredibly cheap and offered gamers the delight of *Tasac 2010*. No one took up the offer.

Sega Nomad
The 'portable MegaDrive' was as lonely as the name suggested even though it was 16-bit.

GAMES >>>

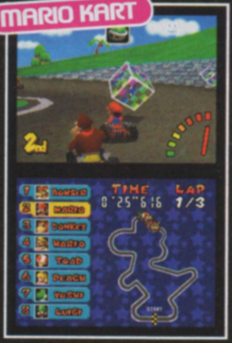
Nintendo have announced that more than 100 separate developers have announced their desire to create games for DS, but it's the first-party products, the treats that Nintendo come up with themselves, that are vital. Nintendo have to show the rest of the games world just what the DS is capable of with their *Metroids*, *Zeldas* and *Marios*. They have to prove that the double screen has real value and is more than just a gimmick.

ANIMAL CROSSING



◀ Nintendo's cutesy community-building game looks more than comfortable on the DS.

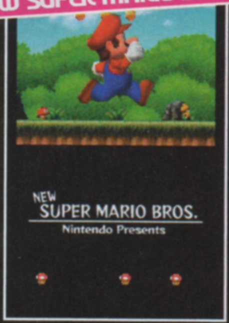
MARIO KART



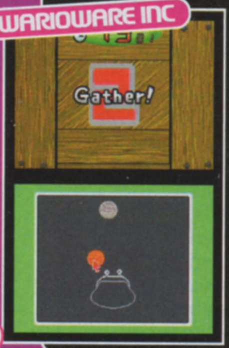
◀ An obvious addition but so far the bottom screen has only been used to display the maps. Great...

▶ This wasn't playable at E3 and it seems the use of the second screen is to be kept secret.

NEW SUPER MARIO BROS.

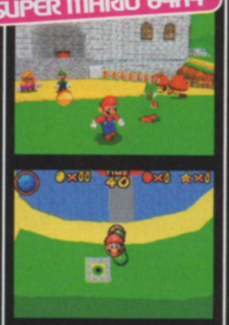


WARIOWARE INC



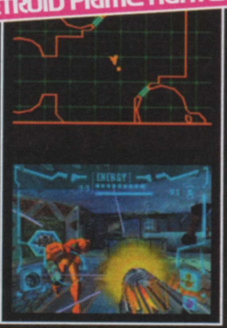
◀ Wario chucks boxes onto the bottom, which then explode, revealing the mini-game. The stylus control really suits the mini-game set-up.

SUPER MARIO 64X4



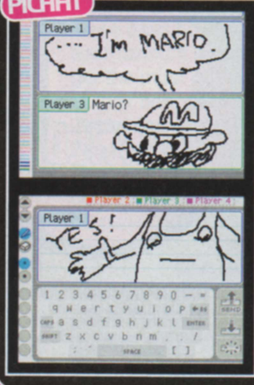
◀ Based around the *Mario 64* castle, it's simple coin-collecting with a map on the bottom screen.

METROID PRIME: HUNTERS



▶ Visually the most stunning of all the demos, though the control system was an acquired taste.

PICHAT



▶ You'll be able to send your scrawlings to other DS-owners. Hmm.

AND SOME IN THE PIPELINE

- *Bomberman*
- *Mobile Suit Gundam Seed*
- *Yu-Gi-Oh!*
- *Egg Monster Heroes*
- *Spider-Man 2*
- *One Piece*
- *Dragon Ball Z*
- *Mega-Man*
- *Viewtiful Joe*
- *Need for Speed*
- *Dynasty Warriors*
- *Mr Driller*
- *Frogger*
- *Project Rub*
- *FF: Crystal Chronicles*
- *Rayman*
- *Sponge Bob Squarepants*

8 POWER IN
The DS will have a rechargeable battery as in the SP. The number of hours' battery life hasn't been confirmed yet.

9 DOUBLE PORT
The DS will be backwards compatible so it will have a port to take GBA carts and another to take the DS carts.

10 POWER BUTTON
Used for switching the DS on. Oh yes!

11 ACTION BUTTONS
There are four buttons (compared to the GBA SP's two). Could be used as straight action buttons, but will be used for secondary commands together with a stylus. Could be used as a D-pad if the gamer needs to hold the stylus left-handed.

WHY THE DS WILL SUCCEED >>>

- It's unique. Nintendo are offering a gaming experience that will not be available on any other format. With the PSP you're getting a PS2-lite; the DS is completely new.

- Developer support. As the DS is unlike anything else it will be an enticing opportunity for developers to innovate.

- Nintendo know the market. This is the company that have had the handheld market by the nuts for more than 15 years. They know about pricing, support and how to target consumers.

- The DS will the have the finest first-party support around. Nintendo make brilliant games that suit the handhelds. Think *Pokémon*, *Advance Wars*, *Wario Ware*.

- There are already millions of GBA users who might make the step up to the DS.

- Nintendo have always kicked ass when it comes to handhelds.

WHY THE DS MIGHT FAIL >>>

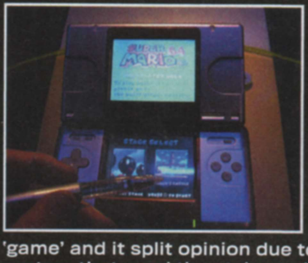
- For a handheld, it's actually quite awkward to hold. With the GBA you use your thumbs to access the D-pad and action buttons while your fingers support the handheld itself. When using the DS, though, the stylus has to be held and used in a pen-like fashion, which requires your fingers to grip it. So what supports the DS while your other hand uses the D-pad? It might be easy to use if the DS is rested on a flat surface, but the whole point of handhelds is to provide gaming on the go.

- The DS is new, it's different and consumers don't always like 'different'. Sure, people like 'better' and 'more', but the DS redefines how we interact with games, which might not appeal to the mass market the way the original Game Boy did with *Tetris*.

- Nintendo are going have to convince gamers that the DS is more than a gimmick. So far, all we've seen is the stylus and the screens used in short demos, none of which were close to being a 'must-play' experience. Even *Metroid Prime: Hunters* didn't completely satisfy.

- The DS's unique features – the two screens and touch sensitivity – have to be used wisely. This will take real innovation and investment. There's no point trotting out a load of RPGs with maps taking up the bottom screen as that isn't going to excite anyone. In contrast to the PSP, the old adage that a format lives and dies on the quality of its games has never rung so true.

FIRST IMPRESSIONS >>>



While the PSP is all aloof and cool, the DS is like a big warm hug. From the rounded edges to the spongy touchscreen it has a real comforting, squidgy feel. This is offset by the delicate stylus that adds a layer of surgical precision to the interaction. Our only worry is that none of the demos really satisfied. *Metroid Prime: Hunters* was the only one that was close to being a full 'game' and it split opinion due to its unique control system that used the stylus to look around and shoot. Nintendo might have created a clever machine, but they really need to back it up with innovative software sooner rather than later.

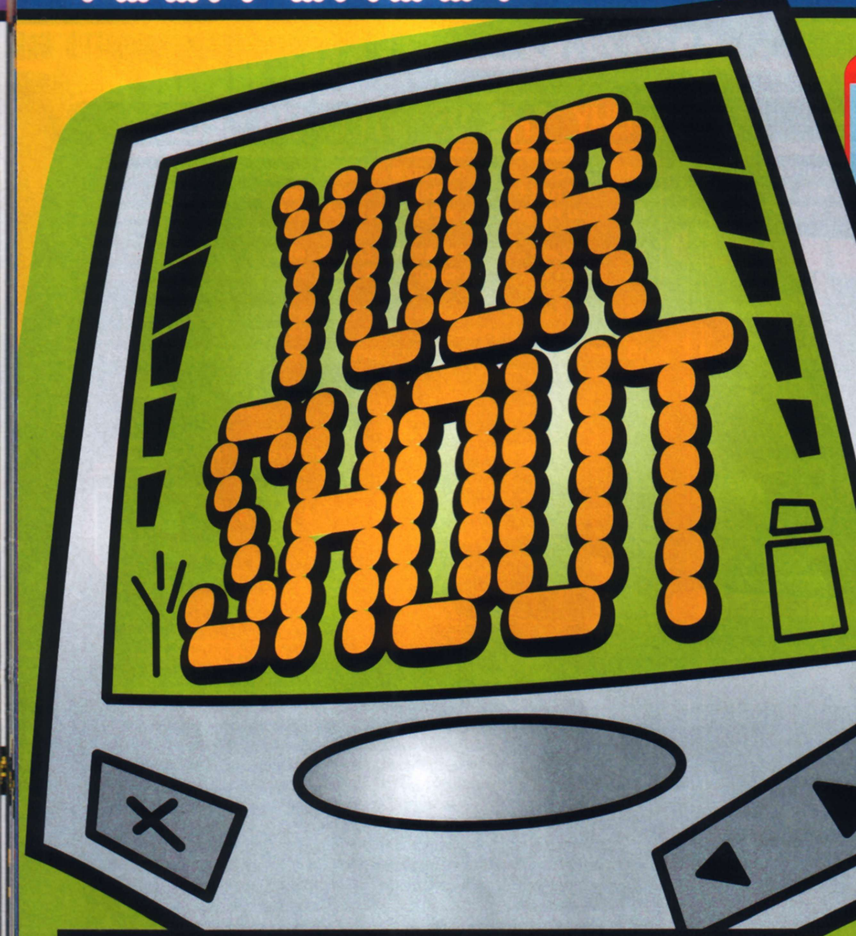
OVERALL >>>

This is going to be a fascinating contest, but unlike many format contests we're dealing with two very different machines. While many people's budgets may force them into making a decision between the two, they offer very different experiences. The PSP is a mini home entertainment system, while the DS is hoping to establish a whole new direction in gaming. The problem is, while we admire Nintendo's bravery and thirst for innovation, they might have problems turning attention away from Sony's all-singing, all-dancing PSP. What might work in Nintendo's favour is that the PSP is likely to be expensive. If the DS is priced right and has the amazing *Mario*/*Zelda* everyone wants and expects, it could continue Nintendo's amazing handheld legacy. It should be an interesting tussle, given an added twist by the rumour that they're going to be released on exactly the same day in the UK – 18th March 2005.

>>> STUFFED >>> STUFFED >>> STUFFED >>>

Pocket Neo Geo
This cheeky SNK job made all the right noises but by 1999 nothing was going to shift the GB.

Nokia N-Gage
There's still time for this to make it's mark, but the hasty re-design suggests a lack of support.



Are you just a little bit mouthy? Got something you want to tell the rest of Planet Gamer? Vent your spleen (sounds messy) or spread a little lovin' to your fellow gamers right here! Simply e-mail us at: gamesmaster@futurenet.co.uk, or stuff your thoughts in an envelope, fill out the coupon (or copy it out if you don't want to damage your mag) on page 53 and haul the whole thing off to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Star Letter gets the game of their choice. Unfortunately we're too busy doing the mag to reply personally but we read everything that comes in and laugh at all your jokes.

THE EDITOR • Robin Alway

>> Which console? Which new console? Which handheld? What sort of graphics? How much money? So much doubt and uncertainty in life – it's just as well games take our minds off it, eh?

STAR LETTER

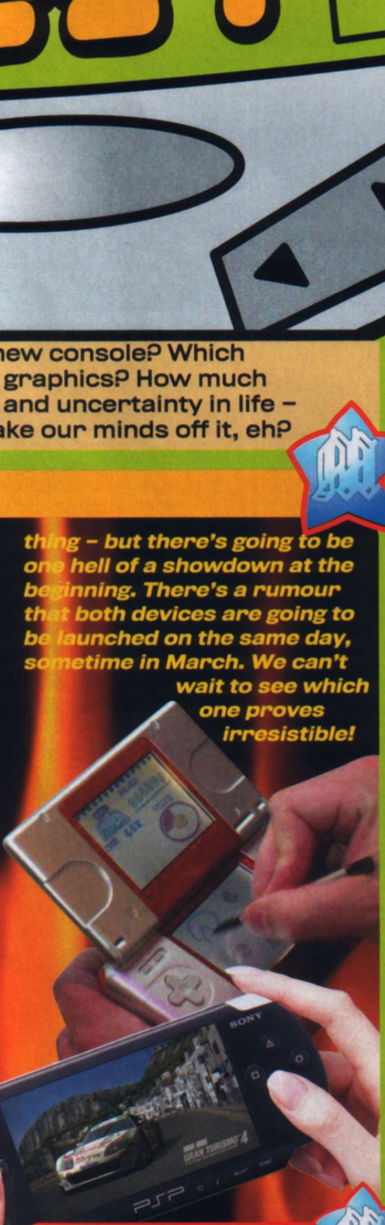
HANDHELD WARS?

Dear GM,

I don't see why there's a big fuss being made about the Sony PSP going up against the Nintendo DS. As far as I can tell, they're so different that completely different sorts of people will be buying them. I think that the DS is going to appeal more to people who have already got a GBA and who really like Nintendo games – the new games for the two screens will be mental, plus you'll be able to play all your old GBA and Game Boy games on the DS. Hopefully it will be cheap enough for teenagers to afford as well. I think the PSP is going to be more for adults who have played PlayStation games for years and can afford the higher price for a smart gadget that looks really flash, plays PS2-type games and can play films and stuff – imagine all the boring-looking people in suits playing games and watching films on planes! So I think they'll both do really well because they won't really be competing with each other.

Guy Adams, London

The two handhelds may well appeal to different markets in the long run – which is probably a good thing – but there's going to be one hell of a showdown at the beginning. There's a rumour that both devices are going to be launched on the same day, sometime in March. We can't wait to see which one proves irresistible!



STAR LETTER

GAME
www.game.uk.com

If you're the Star Letter writer, you'll win the game of your choice on any format, courtesy of our mates at Britain's top games store – GAME. Get scribbling and you could be a winner!

gamesmaster@futurenet.co.uk

SHOP HORROR

Hi crazy GM team!

I was reading in *GM*147 that Sony plan to eventually make all games downloaded only. Are they insane?! Surely this spells disaster for the games retail industry and my sanity! When I go shopping, I desperately hunt for a games shop so I can hide from my mother trying to drag me into clothes shops! Surely other gamers feel the same way. Also, I think Sony are being extremely selfish. While they reap in the profits from this, they will put all the little independent games retailers out of business. Please, good people of gaming greatness, save the games shop for the sake of the world's shopping-oppressed!

Paul Barnes, Wiltshire

The boss of Sony Europe did say that downloaded games are Sony's ultimate aim for the PS3, but since the machine itself is a couple of years off and no-one knows what internet connection levels will be like by then, you're probably safe from Burton's until your mum stops buying your clothes for you.

PRESS TO DOWNLOAD

WAR AND PC

Dear GamesMaster

The console war was over ages ago – there's one machine that's better in every way… the PC. Think about it for a second – *Halo* is only available on Xbox and PC. *GTA: Vice City* was, until not that long ago, only available on PS2 and PC. There are loads of games that can only be played on one console but they are usually available on PC as well. I don't see why people bicker over who's got the best console, comparing games only available to their specific console, when they're probably available on PC as well. Why not just get a PC and know you're not going to miss out on *GTA: San Andreas* or *Halo 2*?

Kareem Salem, e-mail

You're right that PCs have the advantage of getting games from all other formats, as well as their own exclusives, and they generally look great. But sometimes games designed for consoles aren't quite as well suited to mouse and keyboard – and there's the small matter of its costing about five times as much to get a games PC as to buy a console. So it's swings and roundabouts – or should we say mice and joypads? We love 'em all.

LOOKS OF LOVE

Dear GM

I am puzzled by what it means to say a game has good graphics. In the *XIII* review you said that it was beautiful, but I just can't see what you mean. In your review of *Final Fantasy X-2* you said the same thing, but I can't see why in this case – all the *Final Fantasy* series from 6 have had gorgeous graphics. So have many other games, but every cel-shaded game looks

BONUS LEVEL

Paragraphs? Pah. Here's where we ruthlessly round up all your texts, root around in your email scraps and don't even stop short of dragging small bands of sentences ruthlessly away from their wordy mates in longer letters...

I'm absolutely sick of people shouting at Valve for delaying Half-Life 2 or saying they suck. It's not Valve's fault, you morons, it's all the fault of the daft hackers who nicked the beta version.

Hopefully the long wait is nearly at an end – we previewed it last issue and it's looking good.

I have been waiting for Pokémon Colosseum to come out for ages. On the day it came out I was shocked when I saw that the bonus disk (Pokémon Box) was only given to those who bought the GameCube mega pack – otherwise it's not out till 24th September. Everyone should be able to get the bonus disk now because it's

Generation Pain

Dear GM

I am confused about this PS3, it sounds like bad news for all us PS2 owners. I bought a PS2 last year, only to find that yet another console is being made and there will be no benefit in owning a PS2 when it is released. Can you please tell me what is going on? You had a picture of the PS3 on page 46 in issue 147 – is that really how it's going to look?

David Wales, e-mail

Well, as we said last month, the next-gen PlayStation isn't going to be with us for a long time (2006 at the earliest), so there's plenty of time to get your money's worth out of your PS2. There are no pictures (or any real information) about the PS3 yet – the picture in issue 147 was of the PSX, the PS2-plus-telly-tuner that's out in Japan. Honestly, keep up!

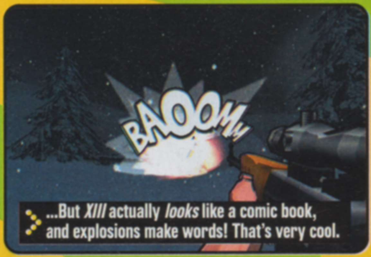
Dear GM

I'm fed up with all these people with nothing better to say than bad stuff about the new consoles. For instance, in issue 147 someone says: "Why is it that whenever you're settled down with a console and start to build a nice stack of games another console comes out?" I can't wait for the PSP and DS to come out so I can get another great stack of decent games. I've already got a PS2 and GameCube and I've got stacks for both. I can't wait till I get an Xbox so I can get *Halo* and *Halo 2* when it comes out. Everyone should stop moaning and cheer up!

Jason Tribe, Gillingham

What else do you want, the moon on a stick? We'd be pretty cheery too if we could chuck so much cash around – blimey.

Pretty colours, shiny lighting, lovely ladies – *Final Fantasy*'s certainly easy on the eye...



...But *XIII* actually *looks* like a comic book, and explosions make words! That's very cool.

lame. So can you please tell me what good graphics are?

Mark Holland, e-mail

What's your favourite food? Thinking of it? Right. Well, in someone else's considered opinion, that very foodstuff has been dredged straight from Satan's toilet. See what we're getting at? 'Good graphics' doesn't mean 'pretty', 'realistic', '3D' or any other specific characteristic, it just means that the graphics complement the game perfectly. Can you imagine a 'realistic' Viewtiful Joe? Us neither.

MULTI MADNESS?

Dear GM

It's getting really frustrating these days how Nintendo are making it so expensive to get the most out of some of their best games. *Zelda: Four Swords* and *Final Fantasy: Crystal Chronicles* would cost hundreds of pounds to be played at their best. It seems they've stopped making games that are great for one or two players and are just making these games that are only any good in multi-player mode, which would be fine if you didn't need all these cables and connectors and extra GBAs. The only games that I think have been worth buying recently have been for the GBA. I stand by Nintendo completely – I've stood by them for 4 years – but I just think they are getting a bit greedy. I'm just relieved that they've confirmed a sequel to *Wind Waker* because that's the only game I'm looking forward to.

Michael Bland, e-mail

Well, Crystal Chronicles and Four Swords are two of the best recent Cube games, largely because the four-GBA stuff works so well, but of course not every Cube-owner's got a GBA and three kitted-up mates.

Ooh, I don't know. I still think I look best in green.

Still, that's not a good reason for Ninty not to use a brilliant idea – we can't have everything we want, can we?

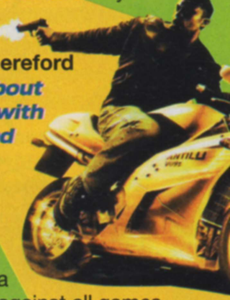
MOSTLY ARMYLESS

Hi GM

Just writing to say how much I hate PS2 army games. I reckon that they are rubbish. What's so good about walking around killing people? It's a load of crap. Driving games are 100% better. All my friends disagree, but I prefer any games over army ones. Please don't do so many army games in your mag!

Jade Rumball, Hereford

Ah, but what about driving games with guns, eh? Speed and shooting!



RAGE AND THE MACHINE

Dear GM

For some reason a lot of parents are against all games machines, but what harm do they do? I've heard that they damage the front of your brain or they make you less social. What next? The consoles aren't bad, if anything they're good, because I heard on a documentary that they improve your reflexes. Then there are games like *GTA* and *Manhunt*, which I think are fine because if they made someone get a gun kill someone, that person was insane in the first place. No, games aren't to blame. I'd rather that mad people kill people in a game than in real life. If *GTA* makes you want to kill people, do Barbie games make you want to dress up in pink and play with cute little horsies?

Jim McDonagh, Dublin

We're not sure, but we haven't seen Dave without his blonde wig for months.

This is what happens when you let someone review *Barbie Horse Adventures*...

GM, the global traveller, enjoys life in Las Vegas with Grant.

WANDERIN' STAR

GamesMaster,

This year I visited Las Vegas for New Year and stayed in Caesar's Palace. Of course, being a valuable member of our family (and to stop him fighting with the cat!) we took *GamesMaster* on our trip. As you can see by the photos he had a great time. He flew through the Grand Canyon on a helicopter, played roulette and even had a go on a dance mat! However, he now has a gambling problem, is addicted to cocktails and is currently trying to annul his drunken marriage. *GM* was later restrained in Minneapolis Airport for hurling abuse at a rival magazine. Thank you *GM* for keeping me awake on an 11-hour plane journey!

Grant MacDonald, Newcastle

Hmm, that's the problem with wrestling covers – unruly. We never had this trouble with Pikachu...

not fair otherwise for those who have already got a GameCube.

Life's a bitch, eh? Who knows what goes on inside the strange minds of marketing types? We'll never understand it.

I'm just writing to express how stupid I think the self-proclamed 'Halo-beaters' are. Halo was one of the first games out on Xbox. The games coming out now are undoubtedly better than Halo, but they should be after years of Xbox games getting more and more advanced.

Well, it's not just about the technical stuff – Halo is great because it was so well-designed, so it's still a standard to aim for – and a good thing too!

Has anyone noticed that all the pictures of GTA: San Andreas look really orange? Is it all set at sunset, or is air pollution in California that bad?

Maybe they just think the sunset is the prettiest thing to show off. But where's all the blood and violence, eh?

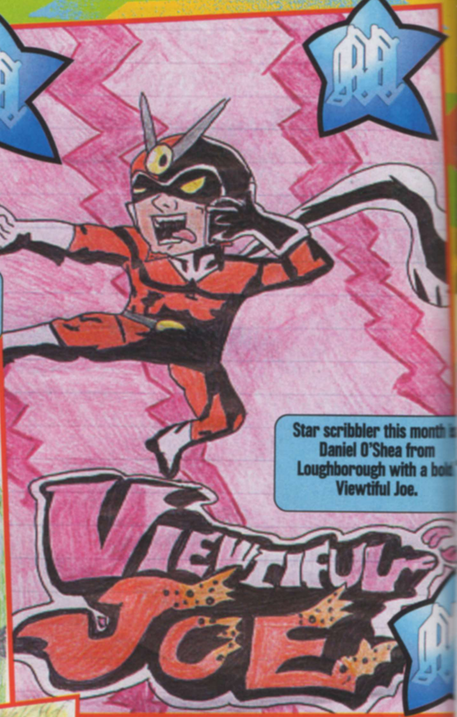
You can now
TEXT
Your Shout on
83130

If you don't feel like penning an elegant epistle, or you're seized with a brilliant idea while you're on the bus and e-mail just doesn't seem immediate enough, you can now send your nuggets of genius to Your Shout from the comfort of your mobile. Text GM SHOUT plus your comments to to the number above for just 25p.*

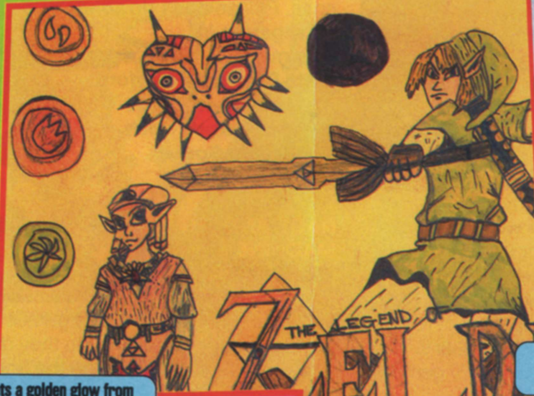
*Text messages cost 25p inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JR

GM ART HOUSE

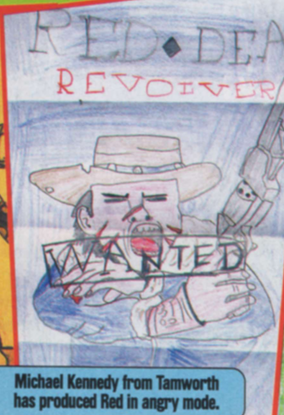
Are you a whizz with the old felt tips? A demon with the crayons? Or even the prince of the pencil? Well, we really want to see those pictures, so get scribbling now and don't forget to include the coupon on page 53!


VIEWTIFUL JOE

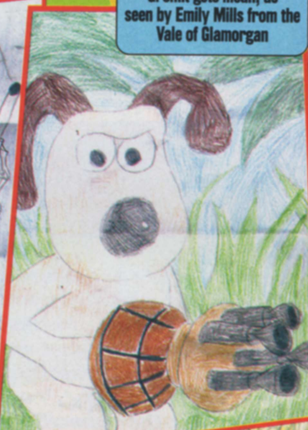
Star scribbler this month Daniel O'Shea from Loughborough with a bol Viewtiful Joe.


THE LEGEND OF ZELDA

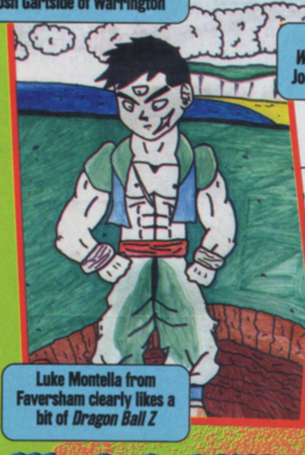
Link gets a golden glow from Josh Gartside of Warrington


RED DEA
REVOLVER
WANTED

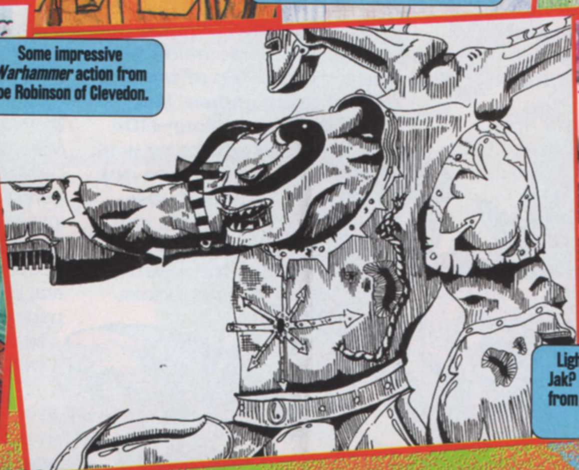
Michael Kennedy from Tamworth has produced Red in angry mode.



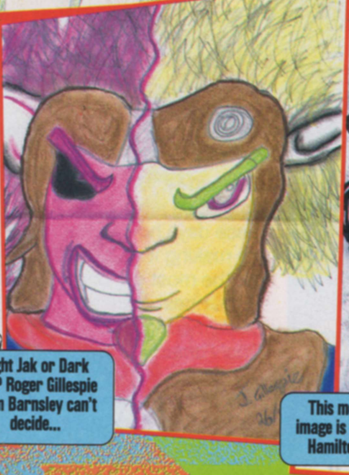
Gromit gets mean, as seen by Emily Mills from the Vale of Glamorgan



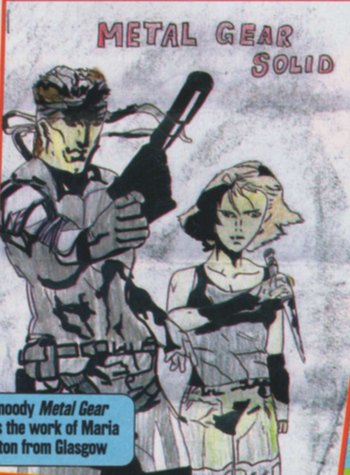
Luke Montella from Faversham clearly likes a bit of *Dragon Ball Z*



Some impressive *Warhammer* action from Joe Robinson of Clevedon.



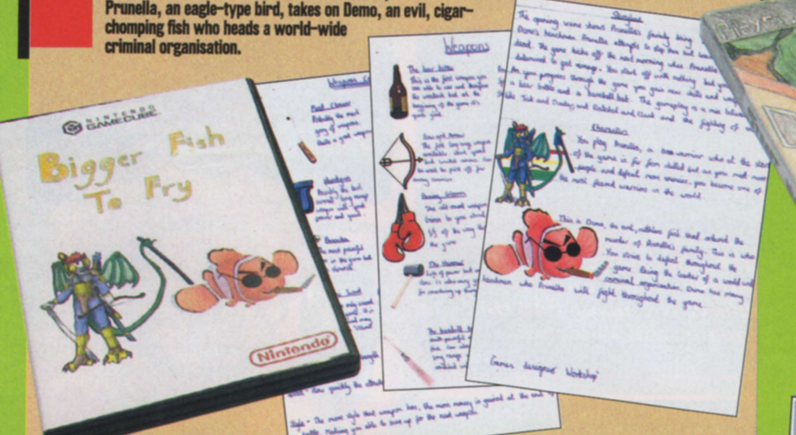
Light Jak or Dark Jak? Roger Gillespie from Barnsley can't decide...


METAL GEAR SOLID

This moody *Metal Gear* image is the work of Maria Hamilton from Glasgow

GAME DESIGNERS' WORKSHOP

Oliver Ryan from Bury St Edmund's has designed *Bigger Fish to Fry*, an action adventure heavy on combat where your character Prunella, an eagle-type bird, takes on Demo, an evil, cigar-chomping fish who heads a world-wide criminal organisation.


NINTENDO GAMECUBE
Bigger Fish To Fry
Nintendo
Weapons
Storyline
Characters
Games designers' Workshop

THIS MONTH'S WINNING GAME!

Congratulations to Lee Edwards from Birmingham for designing *Street Wars*, an urban fighter where you play one of a gang of kids defending their street from a rival gang. You fight with your enemies using a huge range of weapons including trifle bombs, snowballs and rubber mallets, and can visit the local tip to find materials to make dens and go-karts. It's simple but effective, and comes with loads of great illustrations.

STREET WARS
Characters
Weapons

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p49. If you win, you'll get a game on a format of your choice.

OUT NOW!

Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

Rainbow Six 3

PRICE: £40 **PUBLISHER:** UBISOFT

REVIEWER

Rory Whyte

I'm Rory Whyte, I'm 15, am of average intelligence, average height and average upbringing. However, when I load up *Rainbow Six 3* I am Ding Chavez, leader of the US elite strike force Rainbow. Yes, this game's so authentic that in order to fully appreciate and master it, you have to become a real military leader. When you actually start the mission, you have to be extremely cautious from the off, as just a few well-placed shots will deck you or your team. Each situation must be handled differently, as sending your men into a room with three terrorists may work fine, but sending them into a room with two terrorists and a hostage could have disastrous results. To add to the effect, your men move like real special ops, from clearing a room to taking effective cover every time you stop. If you want a squad-based shooter but don't want to be treated like a trigger-happy idiot, then get this. If you want a squad-based shooter that will thrill you get this. If you want to ride ponies... get a Barbie game. Otherwise, get this. Now.

RELOAD
DING CHAVEZ
WEBER

Rainbow Six 3 – breach and clear, Alpha team! Go, go go!

007: Everything Or Nothing

PRICE: £40 **PUBLISHER:** EA

REVIEWER

Christopher Fennell

MI6's most valuable and notorious agent returns in what is arguably the best Bond game to date. The new third-person perspective is what seperates this *007* from his rather samey FPS predecessors. The game features an all-star cast of voice talent and likenesses of top stars such as Pierce Brosnan, Judi Dench and John Cleese. As with all Bond movies, 007 is equipped with a vast array of devastating weapons, slick gadgets like the rappel and a slew of luscious new vehicles such as the Porsche Cayenne or the Triumph Daytona 600 motorcycle. The visuals rendered range from astonishing in some areas to mediocre in others, as some enemies have a rough, unfinished look about them. Apart from this minor glitch, though, there are no severe problems with this game. Two of the best features are the inclusion of a familiar old enemy and the batch of exotic locales on hand. It's certainly the most exciting Bond adventure so far.

Oh, James – everyone's favourite spy raises an eyebrow in *Everything or Nothing*. It's even got Shannon Elizabeth in it!

Final Fantasy: Crystal Chronicles

PRICE: £40 **PUBLISHER:** SONY

REVIEWER

Simon Goddard

As you've probably guessed from the title, this is a *Final Fantasy* game. But *Final Fantasy* is an RPG with random battles and in-depth story-lines that take a while to understand. *FFCC* is different. The story's plain. There's a deadly mist – Miasma – that can kill humans when they come into contact with it. You travel with a Moogle or three mates to various dungeons hacking down monsters and collecting Myrrh from trees to destroy the mist. It may sound too simple but it really is fun! The game's set in real time, so there are no random battles. You can use weapons or magic for various effects, but it's not hard to learn everything and you'll soon be travelling far and wide destroying monsters. Multi-player's especially fun. You have to use GBAs, but that doesn't matter if your mates have them. Single player isn't as bad as some people say, because you don't have people stealing all the items that you desperately need to forge new armour. Overall, if you're looking for a challenging game with great multi-player elements, this is one that'll keep you happy for hours.

Four-player fun in *Crystal Chronicles* – but it's still good fun without any mates.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of *GM* just mark your letter either 'Your Shout', 'Cart Boot', 'Art House' or 'Game Designers' Workshop' and bung in this coupon with your submission. Simple. Now send the bundle to... *GamesMaster*, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your *GM*, scribble it all down on a bit of paper.

My name is: ______________________
My address is: ______________________
____
____
My age is: ______________________
The bit of GM I like is: ______________________
The bit of GM I hate is: ______________________

Stick a pic of yourself here if you want to see YOUR face in *GM*!

To get your stuff in *GM* send it to...
GamesMaster, 30 Monmouth
Street, Bath, BA1 2BW.

This month's *GM* survey questions are...

Which is the best summer sport – cricket or tennis? A what's the best holiday accommodation – a tent or a caravan? And which is the best beach activity – body-boarding or barbecues?

CRICKET OR TENNIS? ______________
TENT OR CARAVAN? ______________
'BOARDING OR BARBIE? ______________

Check back next month for the results!

Result!

In *GM*148, we asked you: which looks the be – the PSP or the DS? What's the worst summer menace – hayfever or sunburn? And the best sporting action – Euro 2004 the Olympics?

PSP OR DS: ...PSP
HAYFEVER OR SUNBURN: ...Hayfever
EURO 2004 OR OLYMPICS: ...Euro 2004

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House' or 'Game Designers' Workshop'!

WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....WIN!....

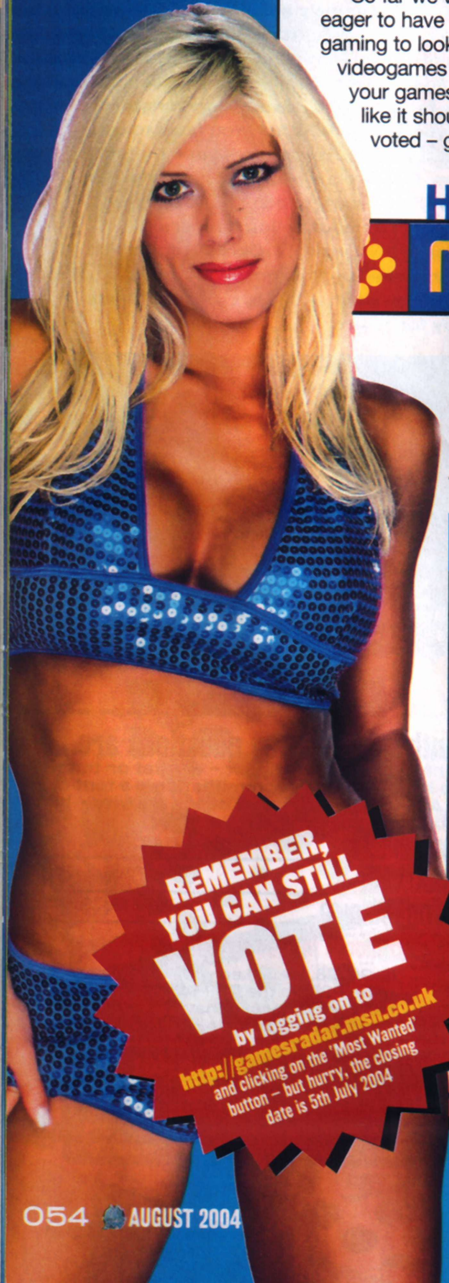
MOST WANTED

UK GAMES AWARDS 2004

Vote to shape the future of videogames and be in with the chance of winning an incredible prize!

It's the only award show that listens to real gamers and time is running out to get YOUR voice heard. The Most Wanted UK Games Awards 2004 is edging ever nearer so make sure you get involved NOW!

So far we've had a massive response from gamers eager to have their say on how they want the future of gaming to look. This is an unique opportunity to let videogames industry bods know what you want from your games – it's the only awards show that tells it like it should be. Granted, you might already have voted – great, well done – but, those who are dragging their feet, here's what to do. Think of the game that makes you go weak at the knees every time someone mentions it. The one that makes you warm in a special place every time you read a preview. The game you KNOW is going to monopolise your every waking minute as soon as you get it back from the shops. Yeah, you know the one we're talking about. So vote for it, and you could be there on the night when your chosen game wins. Yes, there's a VIP trip to The Most Wanted UK Games Awards 2004 up for grabs. Just read the entry details below and we'll hopefully see you there…



REMEMBER, YOU CAN STILL VOTE by logging on to http://gamesradar.msn.co.uk and clicking on the 'Most Wanted' button – but hurry, the closing date is 5th July 2004

How to win EXCLUSIVE tickets to the Most Wanted UK Games Awards 2004

Answer this question:

E3 is a key event in interactive entertainment, hosting the unveiling of the year's biggest and best videogames. What does the name 'E3' stand for?

A) Entertainment Entertainment Entertainment
B) Excellent Entertainment Experience
C) Electronic Entertainment Expo

IMPORTANT! You must be aged 16 or over to enter this competition. Competition closes 23/08/04

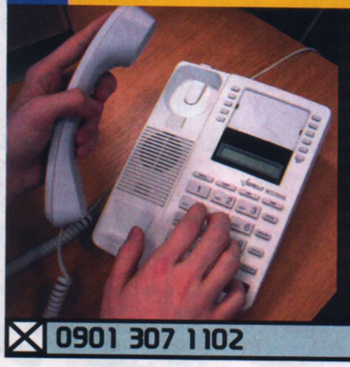
Text or phone your answer through to the competition hotline as follows:

SMS

1. Text GAMESMASTER followed by a space.
2. Then TICKETS followed by a space.
3. Then the answer to the question (A, B or C). E.g. GAMESMASTER TICKETS B
4. Send it to 83130 (message costs 25p inc VAT plus your normal text cost).
5. Soon you could be enjoying an amazing night of entertainment at the Most Wanted UK Games Awards 2004!

☒ E.G.: GAMESMASTER TICKETS B TO 83130

PHONE



1. Call 0901 307 1102
2. Record your answer to the question in a nice clear voice and follow the instructions regarding leaving your contact details. (Calls cost 50p. Please get permission from the person who pays the telephone bill so you don't get in trouble!)
3. Soon you could be enjoying an amazing night of entertainment at the Most Wanted UK Game Awards 2004! Live the dream!

☒ 0901 307 1102

TERMS AND CONDITIONS: The competition closing date is 23/08/04. The winner will be notified by telephone on 06/09/04. Multiple entries are allowed. Only UK Residents aged 16 and over may enter. The winner of the competition, if aged under 18, must be accompanied by a responsible adult aged 18 or over. Terms and conditions apply. This competition is not exclusive to this magazine. The editor's decision is final; no correspondence will be entered into. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885. No purchase necessary. There is no alternative to the prizes stated. **Phone Votes**: Each call costs 50p. Please get permission from the person who pays the telephone bill. **SMS Votes**: Text messages cost 25p inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JB. The address for postal entries is "Most Wanted UK Games Awards 2004", Future Plus, 30 Monmouth St, Bath, BA1 2BW. Proof of posting will not be taken as proof of delivery. Winners' names will not be published. Written requests for details will be honoured.

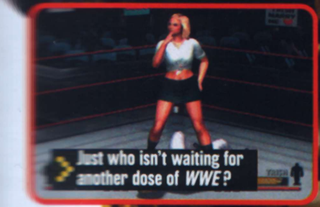
VIP TICKETS!

WIN!

Two Awards tickets, travel & accommodation. It could all be yours!

The delays are just making us crave the arrival of *Half-Life 2* even more!

You want some?! There's just no getting away from er... *The Getaway: Black Monday.*


Just who isn't waiting for another dose of *WWE*?

Resi 4 – one of the finest-looking games on any format.

For many, *Splinter Cell 3* was the best thing at this year's E3.

WHY YOU MUST ENTER!

- Pair of exclusive VIP tickets to the Most Wanted UK Game Awards 2004.
- Glitzy Awards Ceremony at top London venue.
- After-show party!
- Chance to brush shoulders with loads of celebs.
- Anyone who's anyone in the games industry will be there.
- Accommodation in luxury London hotel on the night of the awards.
- Mainline rail travel within the UK covered.

ED SAYS...

Get voting for all the games YOU are most excited about!

As a *GamesMaster* reader you have the unenviable task of choosing your Most Wanted game, as there's EVERY game on EVERY format! There's *Halo 2* on the Xbox, which of course *has* to be played, but how does that measure up to *GTA: San Andreas*? I mean, who isn't looking forward to that? Then there's the best of stuff on *GameCube* – the new *Legend of Zelda* which will probably end up being the best game ever made – and *Metroid Prime 2*! And not forgetting the PC, as both *Half-Life 2* and *Doom 3* are out soon. How about *WarioWare* on the DS? That has to be in there just so you look hardcore!

The only real option is to vote for everything, as you can get involved as many times as you want. So you might as well include *THUG 2*, *Splinter Cell 3*, *Viewtiful Joe 2* and *SmackDown* while you're at it. And *MGS 3*. And *PES 4*. And *Resi 4*. Yer see… We said it wasn't going to be easy!

Robin Alway Robin
Boss Bloke

Bli

Thursday 17 June

GTA GOES HIP-HOP
WE REVEAL ALL. PERIOD

THE BIGGEST GAME OF ALL TIME...
ONLY IN PlayStation®2 OFFICIAL magazine-UK

DRIV3R

SPIDER-MA

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ng!

grand
theft
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San Andreas

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/// Check out hundreds of never-before-seen titles months ahead of their release..
Get your hands on the hottest new games and gadgets, and play big games from big names including:
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/// There'll be something for everyone of any age or ability...
With the Game Stars Live central stage hosting music acts and celeb appearances, challenge areas set up to find the best players of the best games, the UK's largest ever online gaming tournament; a host of unique sports challenges, plus a huge on-site GAME retail outlet, bars and interactive feature areas guaranteeing an action packed day.

/// Your chance to be on TV...
ITV will be filming throughout the show, so come along and get involved for your opportunity to feature in the 1 hour 'Game Stars Live' TV special!

Get into Gaming Careers Zone

Interested in finding out about a career in Gaming?
Then you need to head straight for the 'Get into Gaming' area.

elspa

The Retro Lounge

Step back in time, reminisce and play the coolest games of yesteryear in our funky 'Studio 54' style lounge area.

JOYSTICK JUNKIES

EDGE

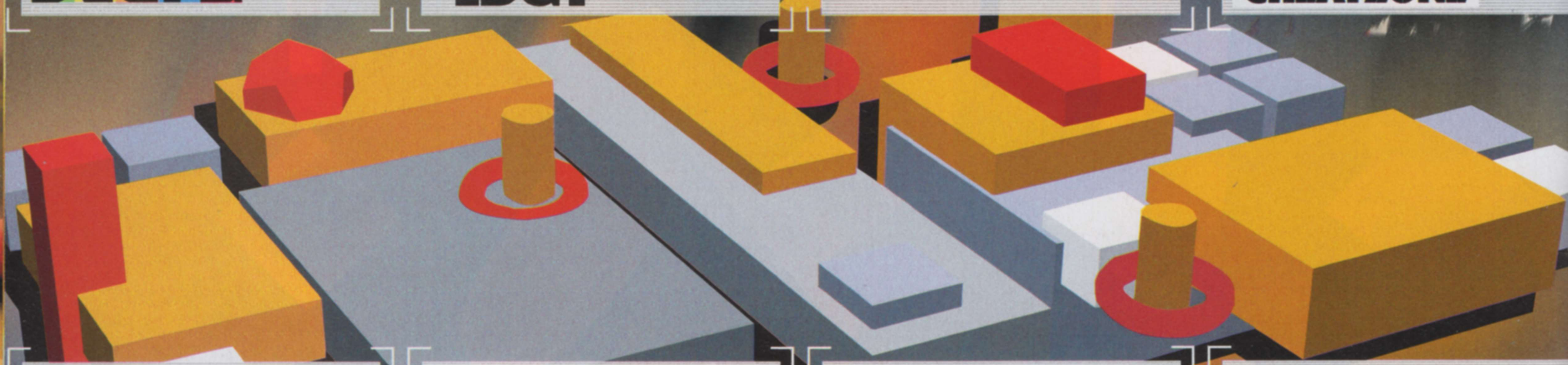
Game Stars Live Main Stage

Non-stop entertainment with awesome bands, celeb appearances, competitions, launches and great giveaways throughout the show.

The Cheat Zone

Ask the Games Masters for advice how to beat your favourite games.

CHEATZONE



Virtual Vs Reality Zone

Do your virtual skills match up to those in reality? With penalty shoot outs, slam dunkin' action, a half-pipe and driving range, this is your chance to find out!

The Groove Zone

Give your thumbs a break and get on down on the dance mats and Karaoke machines with finals on the Main Stage each day.

Games Master

The Bear Pits

Gladiator style arenas where competitors will battle it out to find the Best Gamer.

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PlayStation 2 OFFICIAL MAGAZINE-UK

XBOXWORLD

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Games Master

XFM 104.9 LONDON

GamesMaster TIPS

IPS FOR THE LATEST GAMES! ◆ THE HOTTEST TIPS FOR THE LATEST GAMES! ◆ THE HOTTEST TIPS FOR THE LATEST GAMES! ◆ THE HOTTEST TIPS

» CODE GIRL

Me mam always used to say, "Never get into cars with strangers!" But I have no qualms about speeding off alongside Tanner – we all know him so well by now he's like some sort of eccentric uncle. Albeit one with smouldering looks and a bulge in his pocket. He wants to be more careful where he keeps his gun...

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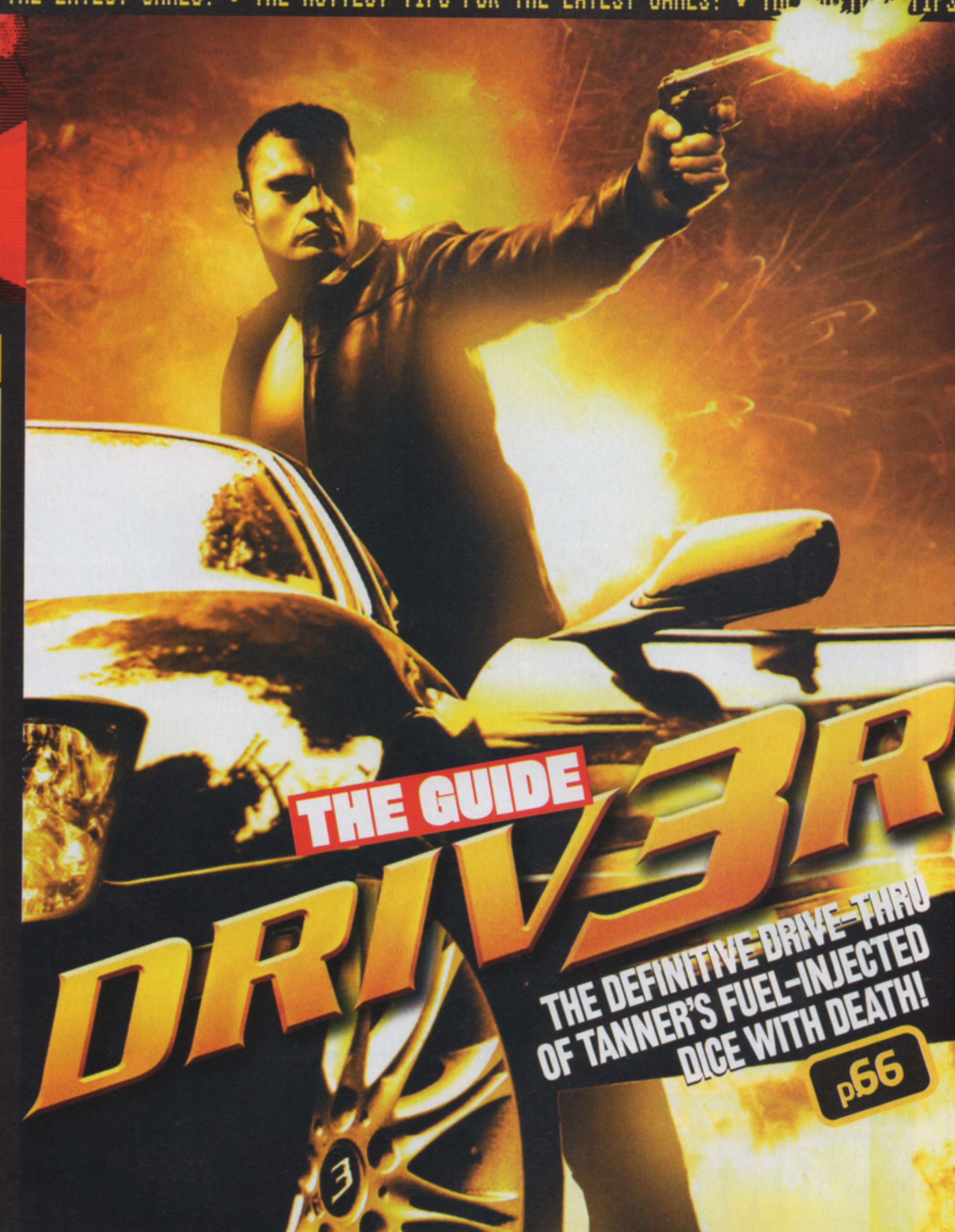

THE GUIDE DRIV3R

THE DEFINITIVE DRIVE-THRU OF TANNER'S FUEL-INJECTED DICE WITH DEATH!

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TIPS EXPRESS

LATEST CHEATS!

TIPS EXPRESS
THE SUFFERING
TRUE CRIME: THE STREETS OF L.A.
HITMAN CONTRACTS
SONIC ADVANCE
F-ZERO: MAXIMUM VELOCITY
TRANSFORMERS: PRELUDE TO ENERGON
SAMURAI JACK

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MASTER CLASS

YOUR TIPS!

MASTERCLASS
TIP OF THE MONTH
POKEMON COLOSSEUM

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CONSOLETATION ZONE

YOUR QUESTIONS!

CONSOLETATION ZONE

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ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.73

TIPS EXPRESS

Play as a donkey in *True Crime*, give Optimus Prime a big head in *Transformers* and commit suicide in *The Suffering*... if you really want to...

STED WIDE OPEN! ◆ THE LATEST GAMES BUSTED WIDE OPEN! ◆ THE LATEST GAMES BUSTED WIDE OPEN! ◆ THE LATEST GAMES BUSTED WIDE OPEN

END THE SUFFERING. GET CHEATING!

THE SUFFERING

BLOOD CURDLING CODES

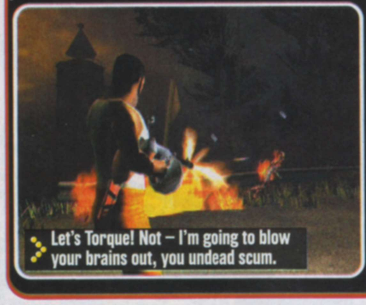
Last ish, we gave you some cool tips and told you where to find those special movie reference moments. But now we're back with the real deal. The cheats – 19 of the beauties. Okay, one of them is 'kill yourself'. If you really want to die, just turn your machine off instead of faffing about with button presses. Anyway, just smack these codes in at any time while playing. You'll hear a noise if you bashed 'em in proper, like.

Full health
XB: Hold L, R and X and press Down, Down, Down, A, Up, Up, Down, Up, A.
PS2: Hold L1, R1 and ⊗ and press ↓, ↓, R2, ↑, ↑, ↓, ↑, R2

Full Xombium bottle
XB: Hold L + R + X and press Right, Right, Up, Up, A, Left, Right, A, Right, Up, Right, A.
PS2: Hold L1, R1 and ⊗ and press →, →, ↑, ↑, R2, L1, →, R2, →, ↑, →, R2

Full ammo for the weapon you're holding
XB: Hold L + R + X and press Right, Right, Down, Up, Left, Right, Left, Left, A.
PS2: Hold L1, R1 and ⊗ and press →, →, ↓, ↑, ←, →, ←, ←, R2

Full ammunition for a long range weapon
XB: Hold L, R and X and press Left, Left, Up, Down, Right, Left, Right, Right, A.
PS2: Hold L1, R1 and ⊗ and press ←, ←, ↑, ↓, →, ←, →, →, R2



Let's Torque! Not – I'm going to blow your brains out, you undead scum.

Full ammo for your Shotgun
XB: Hold L and R and X and press Left, Left, Left, Down, Down, Down.
PS2: Hold L1, R1 and ⊗ and press ←, ←, ←, ↓, ↓, ↓

Gonzo Gun
XB: Hold L, R and X and press Left, A, A, Right, Left, Right, Left, Up, A, A, A, Down, Up, Down, Up, A.
PS2: Hold L1, R1 and ⊗ and press ←, R2, R2, R2, →, ←, →, ←, ↑, R2, R2, R2, ↑, ↑, ↓, ↑, R2

All items and weapons except Gonzo Gun
XB: Hold L + R + X and press Down, Up, Down, Left, Right, Left, A, Up, Left, Down, Right, Up, Right, Down, Left, A, Down, Down, Down, A, A.
PS2: Hold L1, R1 and ⊗ and press ↓, ↑, ↓, ←, →, ←, R2, ↑, ←, ↓, →, ↑, →, ↓, ←, R2, ↓, ↓, ↓, R2, R2.

Grenades
XB: Hold L, R and X and press Right, Right, Right, Left, Left, Left.
PS2: Hold L1, R1 and ⊗ and enter →, →, →, ←, ←, ←, R2

Molotov cocktails
XB: Hold L, R and X and press Down, Down, Down, Up, Up, Up.
PS2: Hold L1, R1 and ⊗ and press ↓, ↓, ↓, ↑, ↑, ↑, R2

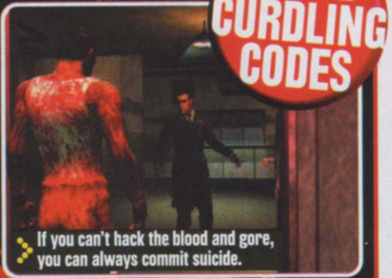
Increase negative karma
XB: Hold L, R and X and press Left, Left, Down, Up, A.
PS2: Hold L1, R1 and ⊗ and press ←, ←, ↓, ↑, R2

Overcome insanity
XB: Hold L, R and X and press Right, Right, Right, A, Left, Left, Right, Left, A.
PS2: Hold L1, R1 and ⊗ and press →, →, →, R2, ←, ←, →, ←, R2.

Bloody Torque
XB: Hold L, R, X and press Up, Down, Left, Right.
PS2: Hold L1, R1 and ⊗ and press ↑, ↓, ←, →.

Clean Torque
XB: Hold L, R, X and press Down, Up, Right, Left.
PS2: Hold L1, R1 and ⊗ and press ↓, ↑, →, ←

Old Movie Mode
XB: While playing a game, hold L, R, X and press Up, A, Left, A, Down, A, Right, A.
PS2: Hold L1, R1 and ⊗ and press ↑, R2, ←, R2, ↓, R2, →, R2



If you can't hack the blood and gore, you can always commit suicide.

Commit suicide
XB: Hold L, R, X and press Down, Down, Down, Down.
PS2: Hold L1, R1 and ⊗ and enter ↓, ↓, ↓, ↓, R2

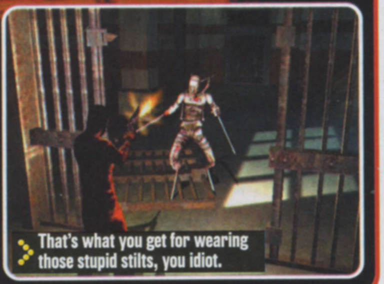
The following codes are for Xbox only...

Psychedelic mode
Hold L, R, X and press Left, Left, A, Right, Right, A, Up, Up, A, Down, Down, A.

New family picture
Hold L, R, X and press Up, Right, Up, Right, Up, Right, A.

Wrinkled family picture
Hold L, R, X and press Up, Up, Right, Up.

Dirty family picture
Hold L, R, X and press Left, Down, Left, Down, Left, Down, A.



That's what you get for wearing those stupid stilts, you idiot.

EVERY HOG HAS HIS DAY

SONIC ADVANCE 3

SUPERSONIC SECRETS!

The hog will be joined by his mates (and enemies) if you get to work unlocking the best stuff. Oh, and a sound test if you must...

Secret Stage Mode
Complete all seven special stages. Then head to the main menu and hit Up, R, Down, L, Right, Left

Sound Test
Complete the final zone.

Unlock Amy
Complete Zone 4, Act 3 as Sonic.

Unlock Bosses in Time Attack
Win gold medals for every level and boss. Then defeat Nonaggression and Cheese will let you know that Boss Time Attack will be available at the end of the credits.

Unlock Cream
Complete Zone 6, Act 3 with Sonic as the leader.

Give Tails a hand, but don't grab his tail. Foxes don't like it, apparently.

Grab the rings, complete every level and unlock the secret stage.

GO FROM ZERO TO HERO!

F-ZERO: MAXIMUM VELOCITY

EVERYTHING UNLOCKED!

As if *F-Zero* isn't tricky enough already, you can make it harder by unlocking the Master Difficulty level – but we're not called the Master of Games for nothing...

Password Screen
At the machine selection screen in Grand Prix mode, press L, R, Start, R, L, Select.

Demo Play
If you really want to see the demo, press Select at the title screen.

Master Difficulty Level
Win the Pawn series, Bishop series, or Knight series on Expert difficulty.

Dirty Joker
Win Pawn, Knight and Bishop series in the Standard Class.

The Stingray
Win Pawn, Knight and Bishop series in the Expert Class.

Silver Thunder
Win Queen series in the Expert Class.

S-Falcon Mk 2
Win any series in the Master Class.

Fighting Comet
Win Pawn, Knight, Bishop and Queen series in the Master Class.

Jet Vermillion
Go to Grand Prix mode and hit L, R, Start, R, L, Select at the machine selection screen. Now, if you have internet access, go to www.nintendo.co.jp/n08/afzj/vermil/index.html and scroll to the bottom of the Japanese page. There is an on-screen keyboard here and if you enter the name of your saved game (in capitals with a space between each letter) and press the button on the bottom right of the keyboard, you will get a code. Type it in at the password screen.

Unlock Queen Series
Beat Pawn, Knight, Bishop on Expert difficulty with any car.

Tough, eh? See how you like it even harder!

PC CD

KANG YOU KICK IT? WHY, OF COURSE YOU CAN!

TRUE CRIME: THE STREETS OF L.A.

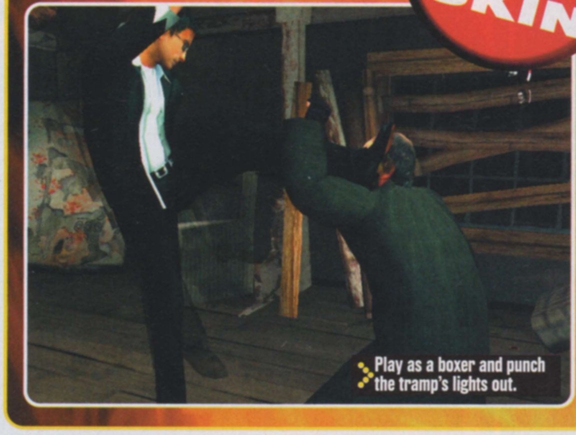
Bored of Kang's crap wisecracks? Then bash in one of these codes on your licence plate at the start of the game. Now you can play as your rather attractive partner. In her pants…

Zombie: J1MM
Tatoo Girl: TATS
Pimp: P1MP
Biker: HAWG
A blindfolded, smoking donkey (Ha ha!): JASS
Bald tattoo bloke: MNKY
Boss: B1G1
Rosa: ROSA
Rosa in her underwear: ROSA
Fat guy: TFAN
Old cop: FATT
Bloody bloke: PHAM
Boxer: Bruz
Normal guy: HARA
Another pimp: MRFU
Homeless guy: B00Z
Swat team: 5WAT
Cop with shades: FUZZ
Ski Mask bloke: M1K3
Afro bloke: AWYEAH

NEXT OF SKIN

► There's no cheat to play as Snoop Dogg.

Collect all 30 Dogg bones to play as the Snoopster.


Play as a boxer and punch the tramp's lights out.

PC CD

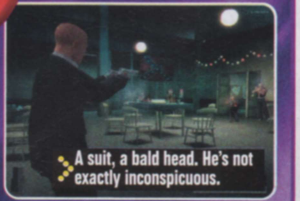
THE FEEL-GOOD HIT OF THE SUMMER

HITMAN CONTRACTS

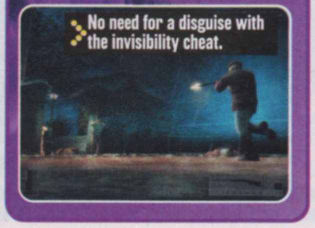
Last month we hit you with the PS2 codes and now, hot off the cheat presses, here are some codes for the PC version. Just open the hitmancontractcs.ini file and add these lines to it:
ENABLECONSOLE 1
ENABLECHEATS 1.
Then start the game and, any time while playing, press Shift and Esc. Now change the cheat value from 0 to 1 to get the codes working. As usual with PC cheats, make sure you create a back-up file on Hitman in case anything goes wrong.

God Mode
God 1
All Weapons and Items
Giveall
Infinite Ammo
infammo
Nail Gun
Nailgun 1
Invisibility
Invisible 1
(to deactivate this, just enter invisible 0)
Cardboard Tube
IOIPENNY
Level Select
Open the HitmanContracts Configuration Settings file in C:/Program Files/Eidos/Hitman Contracts and change DefaultScene+AllLevels/Logos.gms to DefaultScene+AllLevels/levelmenus.

YOU'RE THE MAN


A suit, a bald head. He's not exactly inconspicuous.

Forget stealth for the mo. Mr 47 gets stuck in there.


No need for a disguise with the invisibility cheat.

XBOX

The Army version of the game is a lot harder than normal.

YOU AND WHOSE ARMY?

FULL SPECTRUM WARRIOR

Full Spectrum Warrior **has been developed to help the US army infantry with their training. Doubt they're allowed to use these cheats. Unless they want a court martial of course. Simply enter them in the cheat codes menu.**

Army Version
HA2P1PY9TUR5TLE

Big Head Mode
NICKWEST

Realistic Damage
SWEDISHARMY

Unlimited Ammo
MERCENARIES

FULL ON CODES!

US army soldiers wouldn't be happy with massive heads.

PS2

Defeat the evil Decepticlones and get a big head. Nice one.

Can't defeat this beast of a 'bot? Then skip to the next level.

YOU'RE LOOKING HOT TO 'BOT!

TRANSFORMERS: PRELUDE TO ENERGON

With the head cheat you can make Optimus Prime even bigger. Don't know how he'll fit his new fat head into his truck, though. Just bash in these codes at the Autobot HQ main menu screen

Infinite stealth (must have Convert minicon equipped)
↑,↑,↓,↓,L1,L2,L1,L2
Infinite Powerlink
↑,↓,↑,↓,◎,⊡,⊡,◎
Big Head Mode
◎,◎,◎,⊡,L1,L1,L1,L2
Turbo Mode
L1,R2,R2,⊡,⊡,⊡,⊡,L1

For the level skip cheats, enter the codes at the difficulty screen.

Complete Deep Amazon Level
←,→,←,←,→,R1,R2,◎
Complete Mid Atlantic Level
◎,⊡,◎,⊡,→,←,←,→
Complete Alaska Level
R1,◎,R1,⊡,←,←,→,←
Complete Starship Level
←,←,→,◎,◎,→,→,←
Complete Earth Level
R2,R1,L1,L2,⊡,◎,⊡,◎

WHAT A CON

Could you tell me where the nearest greasy spoon is?

NINTENDO GAMECUBE

HACK INTO THE JACK!

SAMURAI JACK

Samurais are as ubiquitous as crim sims at the moment – they're everywhere! There's *Jack*, *Way of* and *Warriors* (see review on page 96). And with these codes for *Jack* you can get the best demon-decking weapons going. To get them going, hold the left stick up and the right stick down before hitting in A, A, B, and Y and you'll get a choice of the following weapons. There are some health bonuses too.

Crystal Sword
Electric Elemental Sword
Fire Elemental Sword
Max Out/ Refill Health Meter
Max Out/ Refill Zen Meter

GOING FOR A SLASH

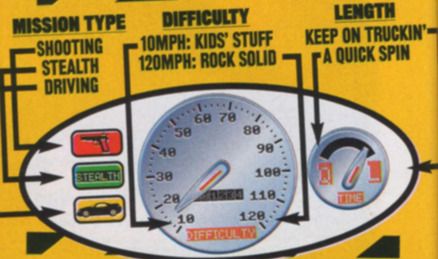
It's not the hardest game in the world.

TIPSTER

Alex Cooke

THE GUIDE

KEY



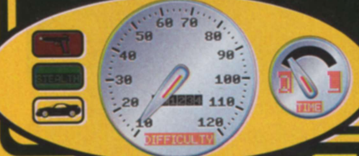
DRIV3R

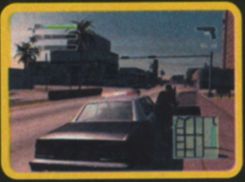
Is the mobfather tanning your hide? Are you past 'sleeping with the fishes' and just married to a cod in a semi in Surbiton? We have the complete solution to your problems.

MIAMI
Miami
Miami Beach
Little Havana

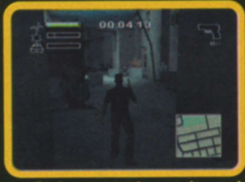
1 POLICE STATION

What could be simpler than this nice, easy start to the fun? All you need to do is drive over to the police station, and get used to life behind the wheel and as a flat-foot with this entertaining start to the game. Let's go, Mr Tanner!

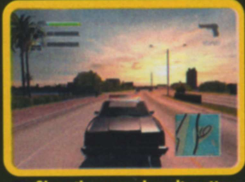




Wander out of your front door and stroll up to the car in front. Press X to climb inside and head towards your target.



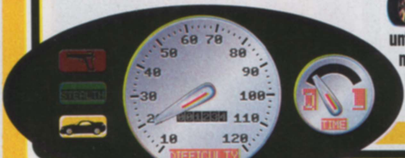
Cruise over to the cop shop and walk up to the desk sergeant. He will chat to you and offer you a go on the firing range. You might as well take it because Tanner couldn't hit a banjo with an elephant.

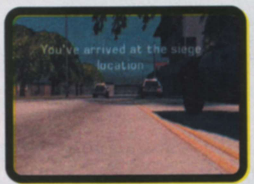


Since the score doesn't matter and time is on your side, feel free to keep having a go at the range until you are comfortable with a shooter. When that's done, head outside and take the cop's car.

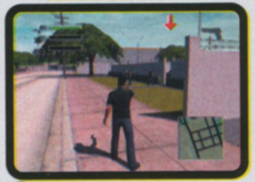
2 LEAD ON BACCUS

The mission might now be properly under way but that doesn't mean that things are getting any trickier. Your first task is to tail a fellow rozzer across town until you reach the siege. Don't worry, if you fail you can restart here any time.

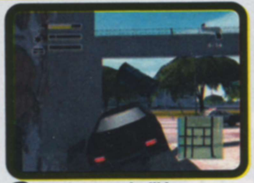




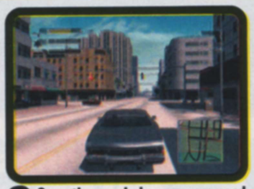
All you need to do is follow the cop car until a cutscene rolls. To make life easier, why not put your siren on with the right stick?



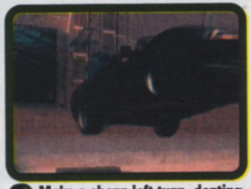
Once you get to the siege, head to the left and the side door. Two guys will appear from the yard so gun them down and nudge Tanner slightly further to the left to take out one more behind a pile of crates.



Another guard will be sat waiting dead ahead inside the entrance so use the wall as cover while you pop out and deal with him. Now go inside the compound and wait for a cutscene to roll.



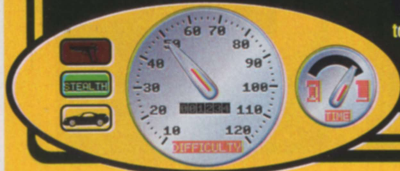
Once the movie is over you need to gun the engine and race the car into a 90-degree right turn. Squeeze down this alley and head towards the gate but instead of taking them at full speed, slow up.

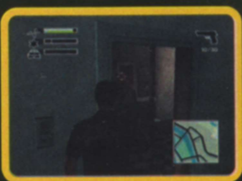


Make a sharp left turn, darting around the cop car here and out onto the street. This should put you in a good position for the chase with Baccus. Don't bother hitting him, just follow him for a while.

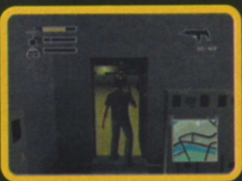
3 THE ROOFTOPS

Since you're still on the right side of the law no-one will bother you unless you start ram-raiding, so keep your head down and drive over to the motel without picking up a tail. As you approach, sail past the mark and go round to the rear door.

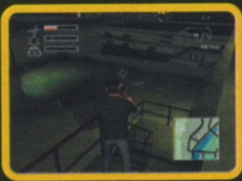




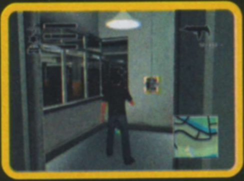
Climb the stairs here and scoot up to the second floor. Use a head-shot on the dumb guard and go along the right hall.



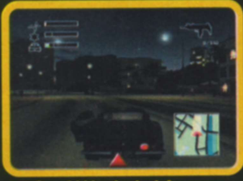
The furthest room contains two guards and an Uzi. Nick that and go back up the stairs to the roof. Take out the three chatting with silenced head-shots and go onto the roof and down the ladder.



Three more guys will appear on the floor below so deal with them and the mobster on the next stairs above. Cross to the next roof to fight another trio but this time there will be some health to nick.



Three more bodyguards will pop up, but now there are two health-packs to take before you get into the lift. After the cutscene three guys will be stood ahead, so clean them out and the guy in the booth.

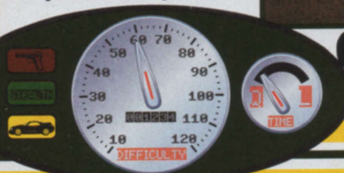


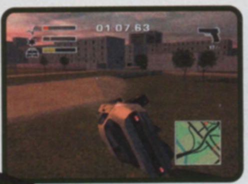
Stay hidden in the left as you clip five guys to your left. Now run to the booth, hit the switch and wait as two more appear on your right. Now nick the car and drive it straight out of the garage and home.

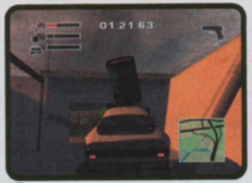
IMPRESS LOMAZ

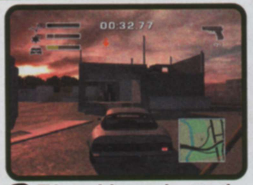
4

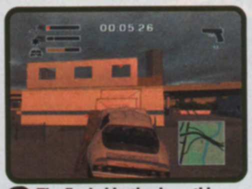
Take the boat across the river and slightly left so you head down the river to meet Lomaz. Once there you need to climb out and have a chat with him before trying a tricky smash-'em-up section.

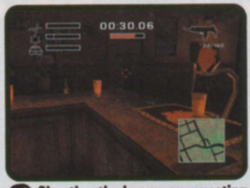



Slow down for the jumps and smashes as the big leaps will damage the car.


Don't worry about the guys as the clock is ticking. Slamming on the brakes as you crash will help you target for the next objective quickly.


This crash is nasty because the next target is to the right of a concrete wall. So don't hit the house too hard and be ready to turn.

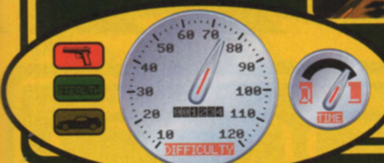

The final objective is on this roof so line up on this ramp. Don't be tempted by the one on the right, it won't hit the building.

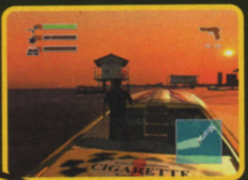

Shooting the bar means wasting all of the glasses too. There are three guys inside. One ahead, a barman and one on the far side.

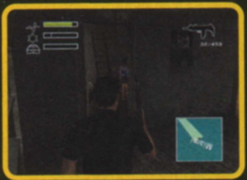
GATOR'S YACHT

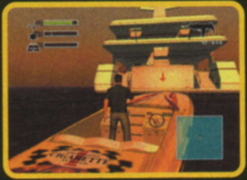
5

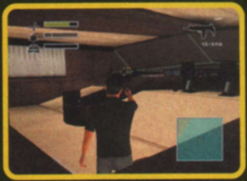
The skill to master this time is to drive your boat and still manage to shoot. The best way to do this is to press X as you're driving and so be free to snipe the enemy from a safe range.

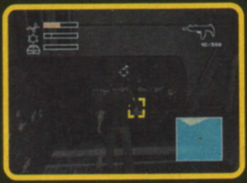



Float over to the town, picking off the guards in turn before going inside.


Two guards will be inside so kill them and scoop the bombs. Go into the final room, kill the guard, ignore the girl and get the bomb.


Float over to the yacht and shoot a guy on the stairs and two on the sides. Land and take the stairs up to the top for a medi-kit.

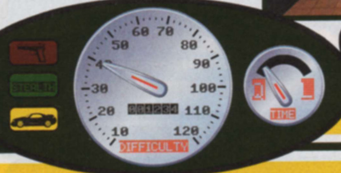

Go down to the lower deck and go inside. There are lots of guards but there is also health around so plant the bomb and leave.

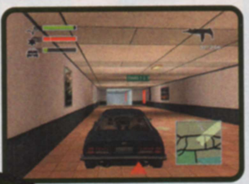

Go down to the ground floor and down the stairs on the left to plant one bomb while one goes in the right room. Now escape.

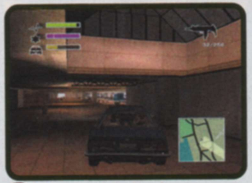
TRAPPED

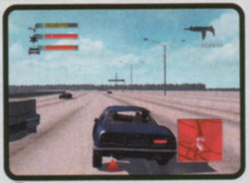
6

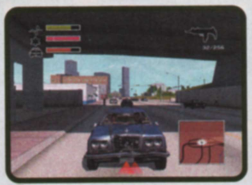
This *Blues Brothers*-style breakout isn't tricky because you need to destroy a mall, but because losing the cops is no mean feat. So instead of being spotted we found it easier to hide.

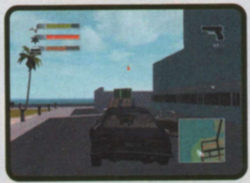



Your way out is set, just look for the green signs and keep your speed up.


Take the right-hand route around the stand here and race for the exit. At the end head straight out, between the two cop cars.


Turn left when you leave the shops and the cops will lose you for a moment. Now check your radar and see where the sirens are.

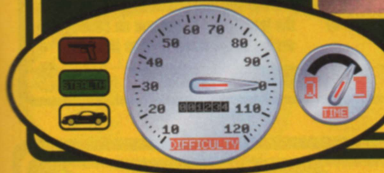

If you go slowly and keep your eyes open you should be able to find a route home without being spotted. Just stay off the motorway.

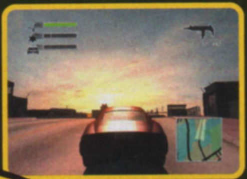

Ditching the car is nice and easy. It doesn't matter if the cops tail you or the car is mashed as you just need to make it to the jump.

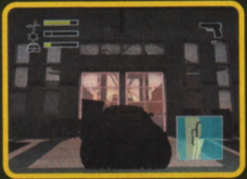
DODGE ISLAND

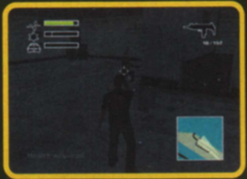
7

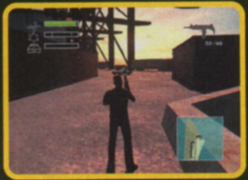
This mission could be really nasty, except that there is a clever way to complete it. Swimming at the end means you don't need to steal the fast but feeble car to leap over a drawbridge.

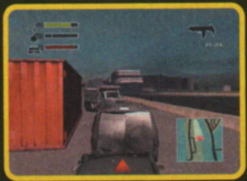



Drive to Gator's, stopping while the gates lower and parking on the arrow.


After the movie, race to the car and hit top speed through the window and under the crate. Get out and cap the two guys ahead.


Inside are two health packs and one guy, so do the biz and snipe two more guys out of the window. Then jump out and go left for health.

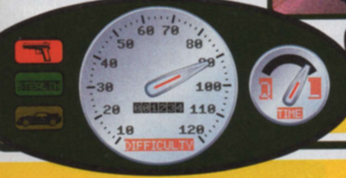

Three more guys are hiding in the crates, so clip them and the blokes by the car and van. Snipe the further pair and take the van.

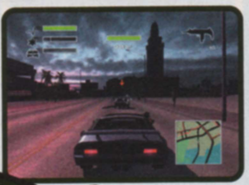

Dodge the other cars until you get near the water then jump over the edge, swim to the nearest shore and drive home safely.

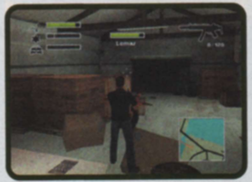
RETRIBUTION

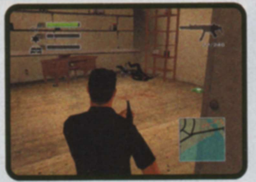
8

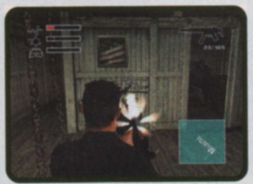
This is another blast-'em-up so remember to reload regularly using B and that the M16 is always the best gun to use. Otherwise stick with the H&K, but avoid the weak and slow shotgun.

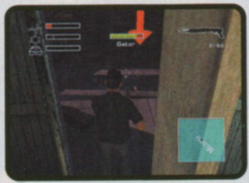


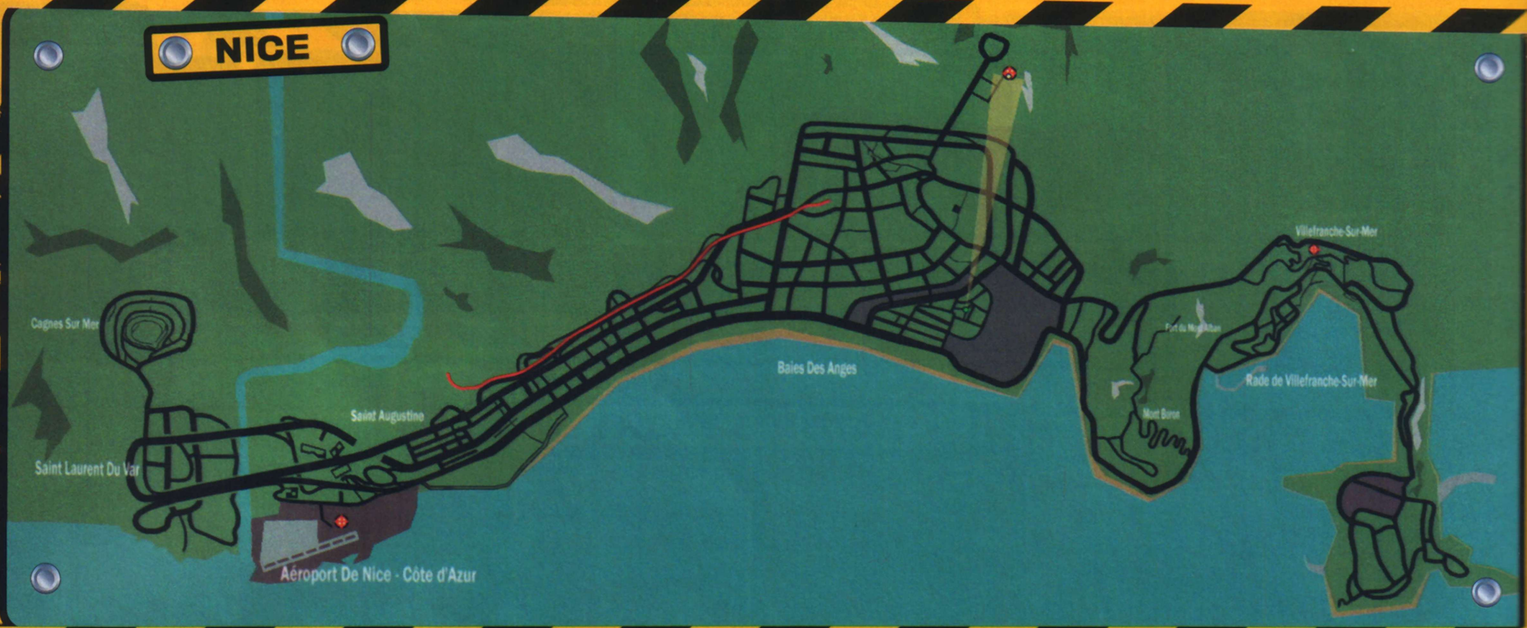

The route changes, but if you get ahead of the second car he drops out.


Don't bother hitting him, just stay close and wait till the cutscene rolls. After the restart hit the three guys on the left quickly.


Lomaz is easily killed so get ahead of him and take out the three that appear from the far room and the guy around to the right.


Take the right door through two rooms and nick the boat. Drive to the island and snipe the guards off the building by floating as usual.

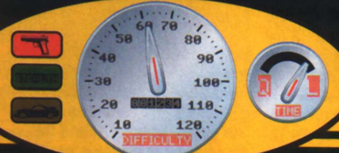

Go inside the house shooting one to the left and three inside armed with shotguns. Gator is outside but easy. Use the M16.

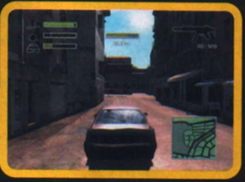


9

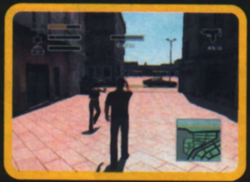
GET TO CARLITA

No sooner have you landed in France than the girl has got herself into trouble. Time is vital here as Carlita needs to be kept alive, but she isn't very bright when it comes to bullet-dodging. So watch her energy bar and put yourself in the way of the bullet.

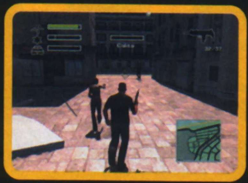




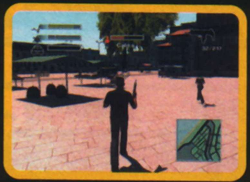
Take the main road up to the top of town and go past her location before you run up the blocked-off alley on the right.



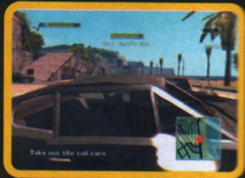
Get to Carlita as quickly as possible, killing her three new friends on the left of the street. Take the health at her feet and get ahead of her to shield this soft target as she runs off towards the van.



Carlita runs first to her left, takes the first left, then goes straight across the road, then she turns right and goes straight on. Lead the way whenever possible and she will take fewer hits.



The closer you are to an enemy the more likely they are to pick you as a target over Carlita, so postion yourself between the pair of them and sacrifice your energy for hers. Eventually the van will arrive.

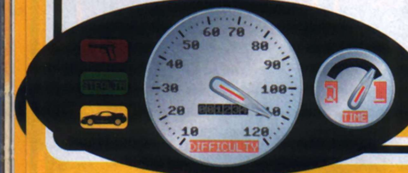


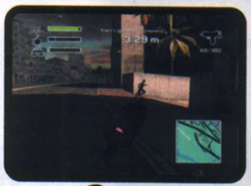
The Uzi is great for rapid firepower, provided that you knock the cars out quickly by shooting the drivers or destroying the engines. The RPG is better, but much harder to come by.

10

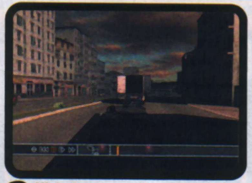
SMASH AND RUN

This is a stinker. A pure driving level where the clock's ticking, it demands good driving and lots of good luck. You need to chase a truck and load it with cars, but the only way to be quick enough is to steal bikes, and they don't turn up very often.

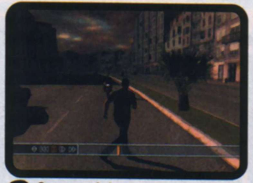




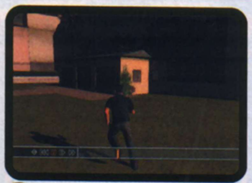
Race the bike to the left, past the first junction and onto the motorway. The first car is in the hidden car park on the bend.



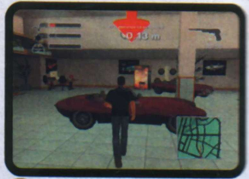
Nick that car and race onto the road. if you are quick the truck should arrive in just in time. To get on the ramp, match its speed and wait for a straight section. You need to be quick but it needs to be right.



Get out of the truck as quickly as possible and pray for a bike. Most cars are too slow to reach the second car in time. Head to the target and go in through the gate, past the garage and in the far door.



Drive the car out the way you came and turn left, as the truck should be just about to pass. Now you need to be quick to get the car into the back and nick a new car to reach the third motor.

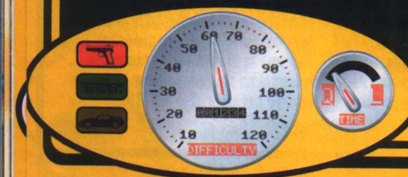


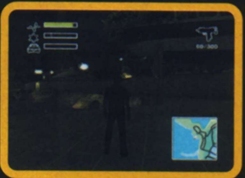
Smash through the window of the dealership to nick this E-Type and race for the end. Don't worry, you don't need to get it inside the truck to win, but you do need to arrive at the same time as the lorry.

11

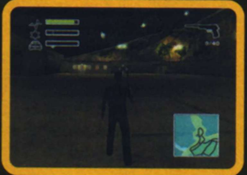
18-WHEELER

The first half of this mission is easy to blast through but take a little care and keep a full energy bar and suddenly the second half will be much, much easier to complete. It's even worth trying again and again until you have a bar full of health.

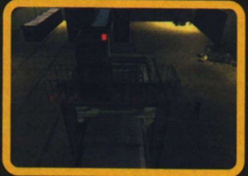




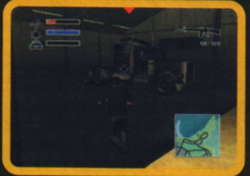
Drive down towards the base but as you approach from the left, look down towards the beach for this gap.



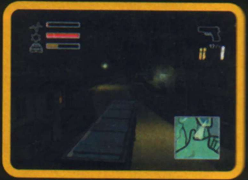
Swim in through the tunnel and climb the ladder at the end. Now whip out your silenced pistol and start popping off the enemy from a distance, as they are stupid enough not to see you.



There is health in the far hut and by the crane if you need it, otherwise climb into the cab and move the middle container to the furthest right position before picking up the blue crate and putting it on the truck.



Now go and nick the rig before backing it onto the trailer. Once it is connected, drive in a 180-degree circle, out of the gate and up the hill. After the level starts again you need to race towards the end.



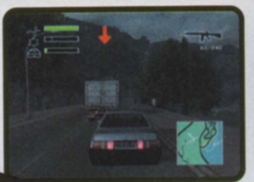
If you have that full energy bar then you can stick to the lower, simpler coastal road, smashing through the roadblocks at top speed. It's much easier than trying to weave a way through the alleys.

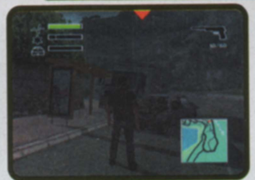
HIJACK!

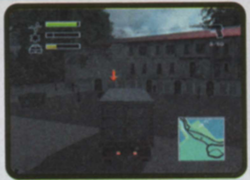
12

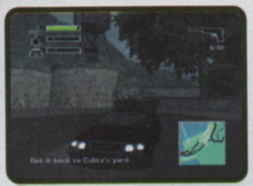
With a shortcut and a crafty little trick for nicking the van, this level shouldn't be too much of a problem to get past so long as you don't try to take on the thugs who block your route.

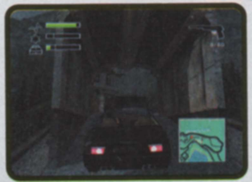
DIFFICULTY
TIME


Chase the van but when the path is blocked follow the winding road instead.


Tail the van until it starts climbing the hill as it nears the base. Now get alongside and shove it into a lamppost. Now, out of the car.


Use a pistol to shoot the driver through the window and haul his body onto the pavement. Take his van to the house and swipe the car.


So long as you don't accidentally run over any of the guards they will ignore you as you drive the car out of the base and up the hill.

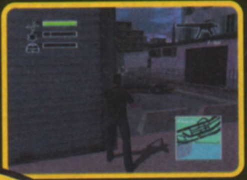

Chase cars will appear but if you take the steep gravel path that appears on the right you will avoid them all and get home.

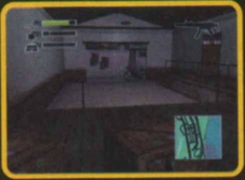
AMMO DEAL

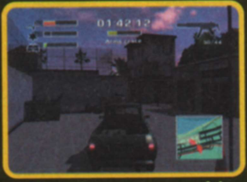
13

On the surface this is a nasty old task but with a few clever tricks it can become a walk in the park. But a walk in the park with machine guns and a few tons of TNT.

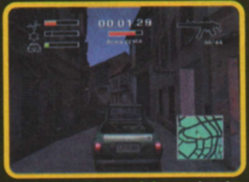
DIFFICULTY
TIME


The drive there is easy so cruise up and stop just at these concrete posts.

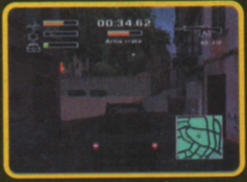

Two guards are on the left, two inside the hut and three more behind. Use the cars as cover and take a health pack from the garage.



Move the sports car out of the way so that you can get the van out. It takes a while but it will save you a few seconds in journey time.



Turn right out of the yard and take the first right again. Now speed along this wide road towards the target, avoiding the traffic.



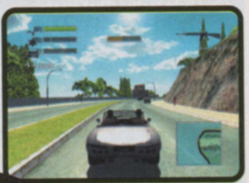
The chase cars won't see you on this route and you can sneak past them and make it to the end in the alley with ages to spare.

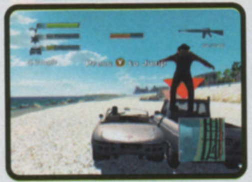
BOOBY TRAP

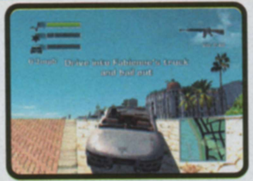
14

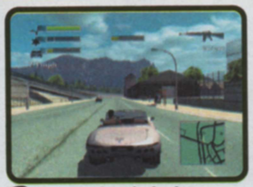
The secret is not to floor it. The bomb activates at 50mph so all you need to do is drive at 51mph and you are safe. So long as you stick to the easier main roads, that is.

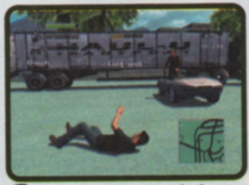
DIFFICULTY
TIME


Take the long, coastal road around the outside, making gentle turns only.


Drive down onto the beach and match your speed with the van. Which isn't easy, as he drives at almost 50 on the dot.


Use the ramp to get back on the road, but don't go at top speed or you might hit buildings on the other side. Accelerate until the bar empties.


To turn, slam the brakes on hard and use full lock before accelerating quickly again. You should make it back up to 50 safely.

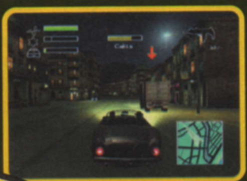

It's easier to go past the base and spin around before darting inside and bailing out as soon as you are told to. Just like this.

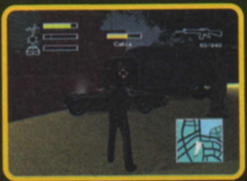
CARLITA IN TROUBLE

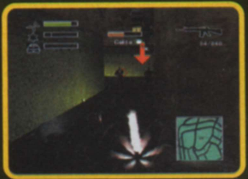
15

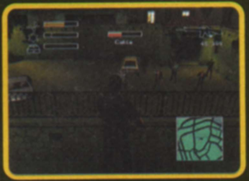
You have the choice to either rescue Carlita straightaway or put the van into a wall first. It's your choice, of course, but we've managed to do both and catch up with Fabienne.

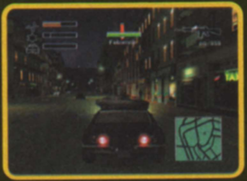
DIFFICULTY
TIME


Turn right out of the airport and follow the road to the major junction.


Don't bother shooting at it, instead ram the van into a wall or lamppost. Now you can climb out of the car and shoot the driver dead.


Drive to Carlita (she's in the same place as you left the bomb truck) and climb out of the car. Kill the two guards and climb the stairs.


Three more guys stand on the patio so clip them and look left to find five more in the car park. Kill them and the chase scene will start.

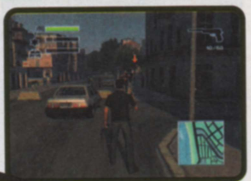

Fabienne will take a random route and is very fast but don't try to hit her. Instead just follow until the clock runs down and kill her.

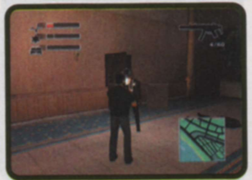
RESCUE DUBOIS

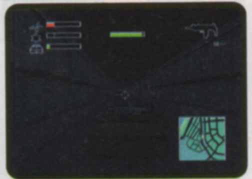
16

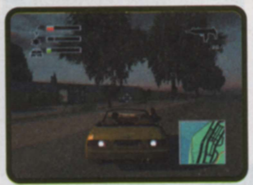
After the tricky chase of the last level this is a pleasingly simple mission. Simply stand back and snipe to take out the guards, as they are too thick to spot their mates being shot in the face.

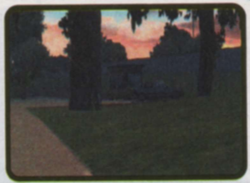
DIFFICULTY
TIME


Drive over and snipe the stupid guards with the silenced pistol.


Up the stairs and inside the building are two more guards, and through this door there is another pair to deal with.

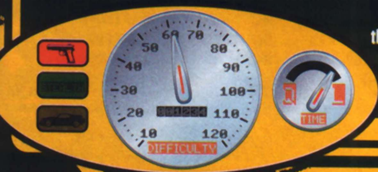

Sometimes he goes right, sometimes he goes left, but either way all you need to do is keep on his tail and keep shooting.

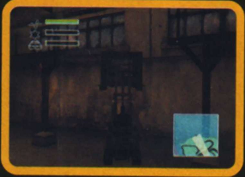

Most of the roads he takes are straight so all you need to do is keep the crosshair over him and keep emptying clips into the car.


Once enough damage has been done, the car will roll to a halt and you can climb out and shoot the solo bodyguard.

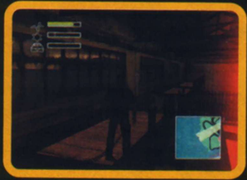
17 HUNTED

Things start easily enough so cruise over to the boat house and go inside. Now it gets tricky because you need to use the forklift to place the crates under the gap in the walkway. But the damn things keep falling over and off the truck if you're too quick.

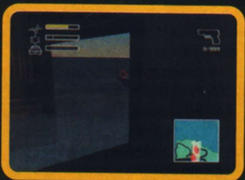




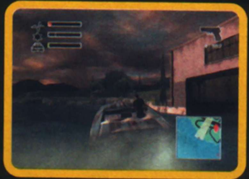
Pick up the box and drive the forklift so that it fills the gap in the walkway. You'll need to be quick because you're unarmed.



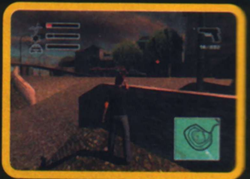
With the enemy now in the room you need to quickly leap across to the box and jump to the other side. There you can collect the gun and slide down the ladder, ignoring the guys chasing you.



Now you have to worry about three snipers in the boats and the guys emerging from the door behind. There are health packs outside but there are more soldiers out there just waiting for you.

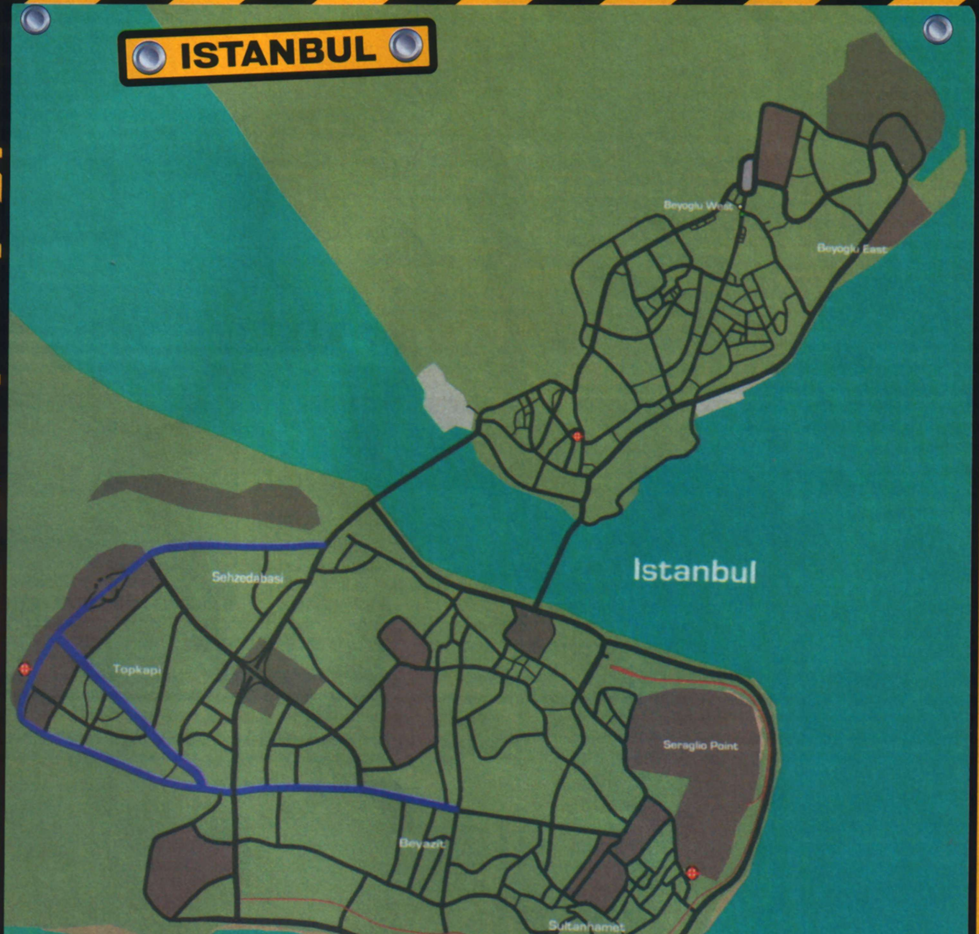


Instead of the difficult road route, nick a boat and sail left up the bay towards the docks. No one will hassle you this way if you look out for chase cars, then you should be able to land safely.



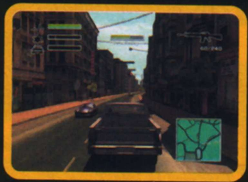
Steal a car and make the long drive to the target but be careful as you will need to run the final few miles up the hill, so snipe out the roadblocks and pause here for this final firefight.

ISTANBUL

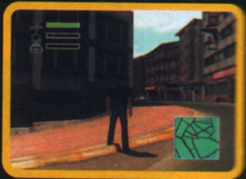


18 SURVEILLANCE

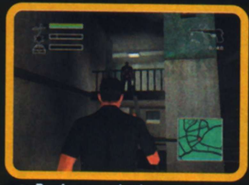
Save your game before you start this mission because to complete it you're going to need to turn the auto-aim off and that means quitting the game and using the Options screen on the main menu. It's the only way to get the head-shots you need.



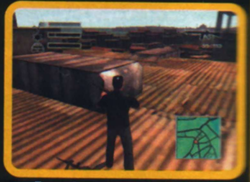
This should be no trouble. All you need to do is follow the car in front as it picks its way through some light traffic. That means keeping the bar above somewhere in the middle.



Back track from where you left the truck and walk to this low red-brick wall. Go inside and use the silenced pistol to take down the first guard with a head-shot. Do the same for the one up the stairs on the left.

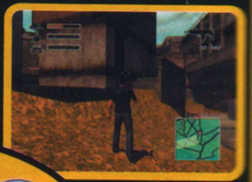


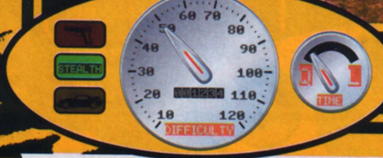
Do the same in the next two rooms and drop down into the lower room to roll a cutscene. After it has finished pick the M16 and blast the guy at the door before crouching behind the wall.



From here you can kill five without being shot before you head up the stairs and take the health there. Then kill five more on the roof. Look out for this air-vent as a guy is hiding behind it.

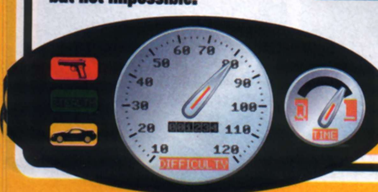
When you reach the ground floor, wipe out the guards there before turning right around and run up the grassy hill behind you. This way you can escape unseen and without a tail.

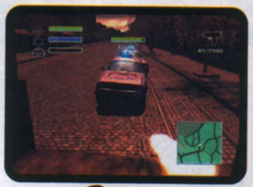




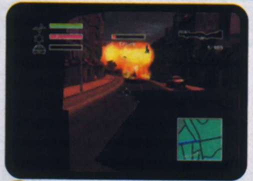
19 TANNER ESCAPES

The entertaining start to this mission is deceptive as things get nasty later on, and, this time, getting past the first half of the mission doesn't mean that you can start from there time and again. It makes things hard but not impossible.

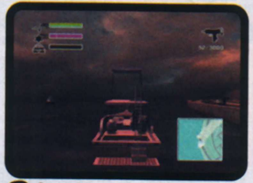




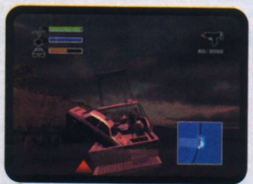
These cop cars will bump you to destruction so deal with them using the hundreds of rounds loaded in the RPG.



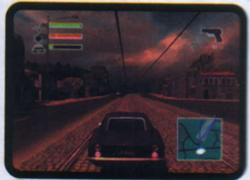
It works best at long range but even close up you can use it if you aim for the car so that the shell bounces off the bonnet and rolls underneath. Otherwise use the Uzi and aim for the drivers as normal.



Once the cutscene is over, take the boat in a wide loop up the map towards the hotel but staying away from the coast. That way you should dodge any police boats that are hanging round the shallows.



Use the map to find gaps between the patrolling cars and boats and then head towards one of the piers. Be careful, though, because these cops can see through walls and buildings. Just stay away.



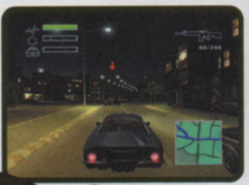
With a quiet bit of beach found, nick a car and take an indirect route back to the hotel. It might take longer but the cops are only patrolling the seafront so if you head inland you can avoid them.

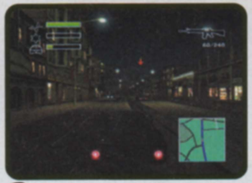
20

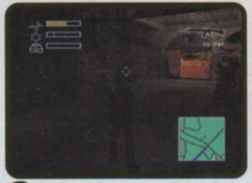
ANOTHER LEAD

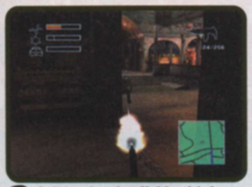
There is nothing to worry about here as with the chase you don't need to do any damage and with the fight there are lots of health packs. Just remember not to be drawn into the open too often.

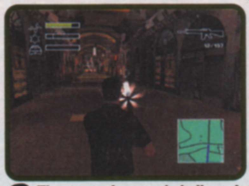
DIFFICULTY
TIME


It's another chasing level but don't worry – this isn't as hard as some.


All you need to do is stay close for long enough for the movie to roll. That isn't a problem as the guy sticks to open, straight roads.


At the end you burst into a busy mall of narrow corridors and dense enemies. Start by killing the three inside and taking the health.


Collect the plentiful health from the side corridors but be careful, as each one contains at least four mobsters. Use cover too.

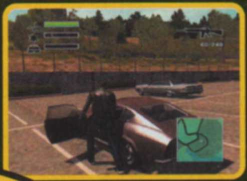

There are three main halls and it's in the furthest that you find your target. And all you need to do is get there – a cutscene soon runs.

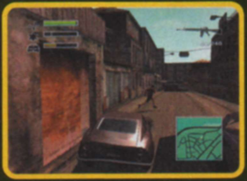
21

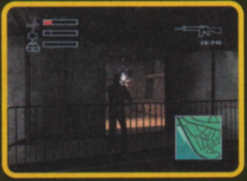
ALLEYWAY

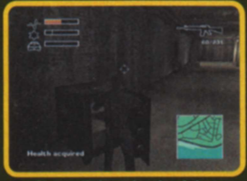
Yet another chase might make you think this level is just like the last one all over again, but this time the fighting is more ferocious and there is less extra heath around to help you out.

DIFFICULTY
TIME

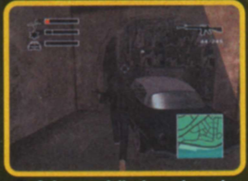

Rush forward and nick this speedy sportster. Follow up the ramp on the right.


He either takes the first right or follows the road around but the destination is the same: a small alley seen here but not on the map.


When the truck stops, ignore the guys and race indoors to take out one guy upstairs and one medi-kit and bloke on the left.



Clear all three levels of the balcony and nab the health on the left. Go through the right door and heal yourself at this fridge.

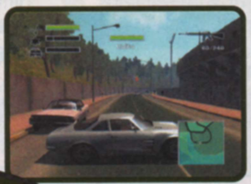

Snipe carefully down the stairs and watch yourself on the rush to this car as there are plenty more hoodlums blocking your exit.

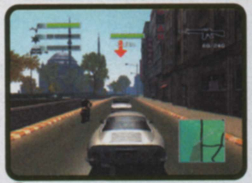
22

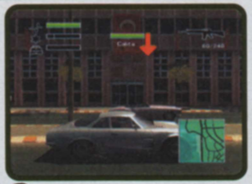
THE CHASE

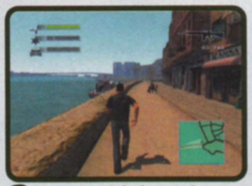
If you fancy yourself behind the wheel then this is the mission to test your skills. Facing the wrong way and without a midway restart, this is a horribly hard mission.

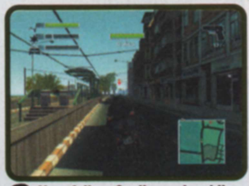
DIFFICULTY
TIME


Slam into reverse and lock the wheels right. Now hit the gas and go left to turn.


Race across the junction, to the left of the lampposts and past the traffic jam. Weave in and out of the cars as you chase Carlita.


At the first turn she might go right or go straight on. The route to the right is far longer and harder as it weaves through town.


If she goes left then you're lucky, as all you have to do is chase her to the bridge and then steal a boat on the left side to cross.

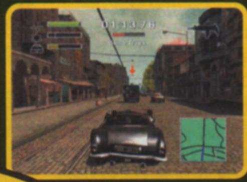

Now follow Carlita on her bike, waiting until she gets into the Castle Courtyard before you try to ram her off the road.

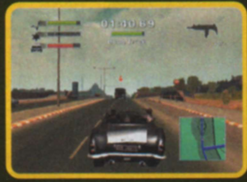
23

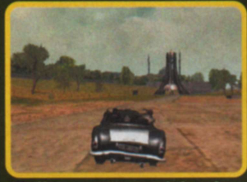
BOMB TRUCK

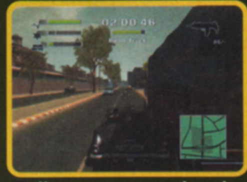
Like the last mission you need a little luck to get past this one, but it's much easier to force things your way. Literally your way, because once again you need to force a truck off the road.

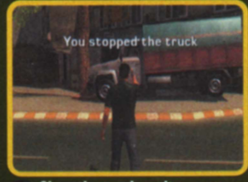
DIFFICULTY
TIME


Turn left up the road and follow the van whichever way he goes, left or right.


You can shoot the barrels that he drops, blowing them up before they harm you, but it's easier to drive in the opposite lane.


You can pump rounds into the truck but it is easier to use your speed to get level with the truck and then change lanes.


Now use your car to shove the van into a wall or bus shelter. Sometimes it even crashes on its own, the driver is that bad.



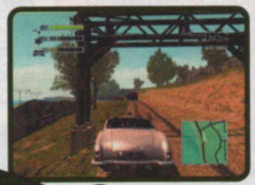
Since the truck can't reverse you can climb out of your motor and pump it full of rounds to kill the driver and finish off the mission.

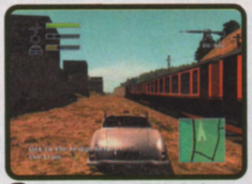
24

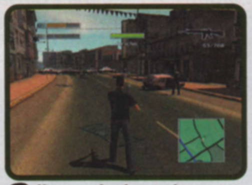
CHASE THE TRAIN

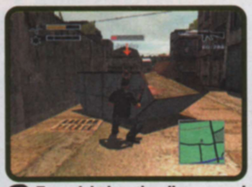
This is all about patience. This might be the last level but be calm. When you're chasing the train hang back, out of range of the shooter, and stay on the track a fair way behind.

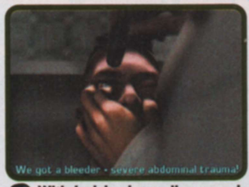
DIFFICULTY
TIME


Don't be tempted to overtake until you reach here, then aim over to the left.


That way you will hit the jump and miss the tree. Now drive at top whack over the bridge and you will make it before the train.


Keep moving forward to protect your thick mates but nab the health on the right at the bottom and on the left of the hill top.


Turn right into the alleyway and crouch behind this skip. From here you will be able to kill Jericho without him firing back at all.



With Jericho down all you need to do is sit back and watch the final cutscene. But it poses more questions than it answers.

MASTER CLASS

Cheat death, outwit the FBI and be abducted by aliens. Then watch a lot of videos. It's all in a day's work for the masters of cheats...

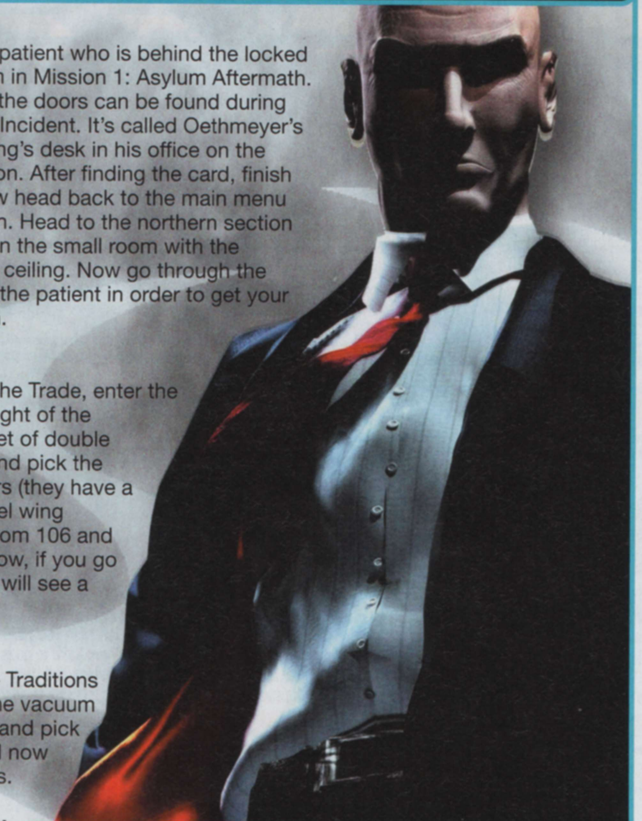
Cheats are great, but sometimes I just want to eat an enormous ice cream sundae.

TIP OF THE MONTH

You're a JOYTECH Top Tipster!

PS2 XBOX PC CD

HITMAN: CONTRACTS

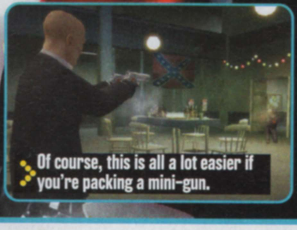


Get the mini-gun
The mini-gun is held by a patient who is behind the locked doors of a basement room in Mission 1: Asylum Aftermath. The keycard that unlocks the doors can be found during Mission 9: The Wang Fou Incident. It's called Oethmeyer's keycard and is on Lee Hong's desk in his office on the second floor of the mansion. After finding the card, finish the mission and save. Now head back to the main menu and replay the first mission. Head to the northern section of the map and turn right in the small room with the red flashing sensor on the ceiling. Now go through the west door and dispose of the patient in order to get your hands on the the mini-gun.

See a ghost
On the level Traditions of the Trade, enter the building and head to the right of the staircase until you see a set of double doors. Go through them and pick the second set of double doors (they have a sign on them reading "hotel wing closed"). Once in, go to room 106 and walk into the bathroom. Now, if you go into first-person view, you will see a ghost.

Master key
Get to the third floor in the Traditions of the Trade level. When the vacuum boy opens the door, go in and pick up the master key. You will now have access to most doors.

Paul Morrell, Abbey Wood



Of course, this is all a lot easier if you're packing a mini-gun.

Remember – always aim for the head, just in case they're in Kevlar.

GTA VICE CITY

PS2 XBOX PC CD

FBI Car
Drive to downtown and look for the section where the main road goes into a 'V' shape. Take the left route and take the first turning on your left. Drive along that road and you should see a big alley on your left, next to a shop called Rock City. Drive down the alley and through the missing section of a wall and you'll see the FBI Car. Nick it!

Tim Sidwell, Sudbury

▲ Nice bike – but it's not really well armoured enough for tough missions.

▲ That's more like it – a set of wheels sturdy enough for demanding drive-bys.

Active Turrets Remaining: 6

Let's hope there aren't any spaceship bits in *Ratchet 3*, eh?

RATCHET & CLANK 2

PS2

Nanotech Boost Locations

1. **Megapolis:** On the second crane in the room with the explosive box there is an infiltrator pad. Solve it for the boost.
2. **Thug Rendezvous:** In the floating station, there is a room with an alcove. The boost is in there.
3. **Canal City:** Get to the end of the promenade.
4. **Tabora:** On the gliding section, on top of one of the towers.
5. **Testing Facility:** In the room with the gliding pad. Glide, then turn around in the final room. Make your way back to the first room and glide up.
6. **Megacorp Games:** To the right of the first enemies, there is a dynamo target. Zap it, then quickly go down the next corridor to your left. At the end is the boost.
7. **Megacorp Games:** On the hoverbike race, choose the Joba Circuit. On the muddy bit, go down to the right and up the new path. The boost is after the first turbo.
8. **Megacorp Armoury:** In the room with the huge rocket, there is an infiltrator pad behind some crates next to the door. Solve the puzzle here and use the lift.
9. **Silver City:** Take the right hand side of the fork in the road and you'll find the boost in a fountain. But, be warned, it only appears there every other hour.
10. **Thug HQ:** Use the first swingshots, then swing high enough to get the momentum to glide to the roof.

No name given

RISE TO HONOUR

PS2

Hard mode
Complete the game on the Normal difficulty setting to unlock the Hard difficulty setting.

Bonus costumes
Complete the game to unlock Jet Li's *Once Upon A Time In China* and *Fist Of Legend* bonus costumes.

FMV sequences
Complete the game to unlock the Young Michelle and Young Kit Yun FMV sequences.

Finish the game to get Jet's bald look.

LMA MANAGER 2004

PS2 XBOX

Bargain Players For Premiership Clubs

Name	Club
A. Costacurta	AC Milan
Emre	Inter Milan
O. Martins	Inter Milan
P. Counago	Ipswich
S. Eto'o	Mallorca
For Division 1 Clubs	
A. Dalcanton	Uraian Elista
J. Euell	Charlton
E. Gudjohnsen	Chelsea
A. Cisse	Birmingham

Snap up a rising star and you'll hit the onion bag almost every time.

POKEMON COLOSSEUM

Shadow Pokémon Locations

Makuhita: Complete the game and find him in the Snagem Hideout.

Bayleef: If you picked Quilava as your starter you will find him in the Snagem Hideout, but if you chose Croconaw, you will get him in Shadow Pokémon Lab.

Quilava: If you picked Bayleef as your starter, you will find him in the Shadow Pokémon Lab, and if you picked Croconcaw, you will get him in Snagem Hideout.

Croconaw: If you picked Bayleef as your starter, you will find him in the Snagem Hideout and if you picked Quilava you'll get him in the Lab.

Remoraid, Manitine: Complete the game and find him in the romom where you originally beat Miror B

Sudowoodo: Fight Miror B in one of the Realgam Colosseum domes or the Deep Colosseum

Entei: Fight Dakim in one of the Realgam Colosseum domes or the Deep Colosseum

Suicune: Fight Venus in one of the Realgam Colosseum domes or the Deep Colosseum

Sneasol, Piloswine, Stantler, Gligar: In the Snagem Hideout

Hitmontop, Lediun, Aipom, Murkrow, Forretress, Ariados, Granbull, Vibrava, Delibird, Sunflora, Heracross: Complete the game and it's when the Cipher Peon drops down in either the Lab or Snagem Hideout. If you beat the Ranger, Heracross's trainer will leave and you won't be able to get your Pokémon.

Skamory: Complete the game and beat the Ranger in the Shadow Lab.

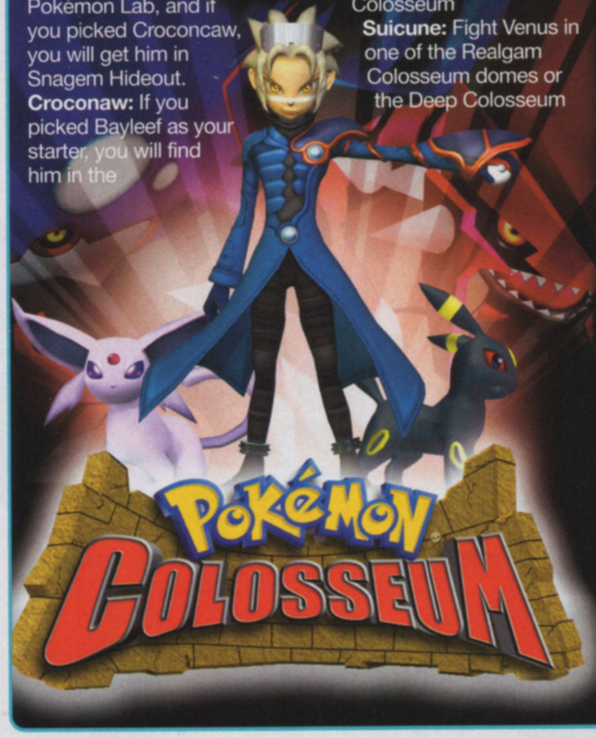
Tyranitar, Metagross, Tropius, Houndoom, Absol, Miltank: Complete the game and climb Realgam tower.

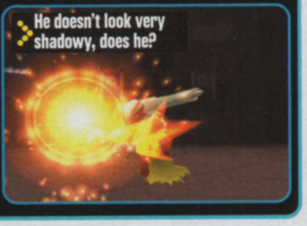
Smeargle & Usaring: Fight Gonzap and find them in the Snagem Hideout.

Shuckle: Beat Gonzap, go to the Deep Colosseum, beat the challenge four times and then go back in and beat Shuckle's Trainer.

Togetic: Beat the Deep Colosseum and you will be led to the Outskirt Stand. Now fight Totegic's Trainer.

Mark Robinson, Liskeard




He doesn't look very shadowy, does he?

For Division 2 Clubs
Basti, Albasete
E. Dadi, Tranmere
M. Laci, NK Rijeka
G. McSwegan, Kilmarnock
L. Harper, Northampton
L. Pernis, Matador Puchov
For Division 3 Clubs
D. Clare, Chester
S. Opinel, Farnborough

James McDonald, Birmingham

GOLDEN SUN: THE LOST AGE

Get to the secret cave

To get experience, you need to reach Islet Cave. Get your boat from East Indra Shore, sail east around Osenia and go south towards East Tundaria. Enter the town, leap over the moving blocks and head up the ladder before rolling the log off the cliff. Go back and walk across the log and push the penguin on the left towards the one on the right.

Now you'll have the pretty stone, so go back to East Indra Shore, sail north-east until you get to Southeast Angara Islet. Go up the stairs there and push the crate. Now go down to the bottom, push the crate towards the left and leave it against the wall, one space from the water puddle. Then head back up, and push the crate on top of the one you moved. Freeze the puddle into a pillar, hop across to the vines and to the nest where you can swap the pretty stone for the red handkerchief.

Now, back in the boat, go south to North Osenia Islet and go left to the barrels, using sand to walk under them. Again push one crate on top of the other, freeze them and walk up to the cow and trade for milk. From here sail around the island till you get to West Indra Islet. Go to the right side of the boardwalk, down the stairs and trade milk with a dog for a turtle.

Sail back to the North Osenia Islet then east towards the Apojii islands, then north to the Sea of Time Islet. Give your little turtle to the big turtle and he'll take you to the island where you find the cave.

Looks a bit rubbish, doesn't it? Still, it's great fun to play.

Easy Experience

You can get experience easily in Islet Cave. Go to the teleport-section of Islet Cave and kill the Wonder Birds. They're easy to kill and you'll get about 8,000 experience points for each.

Marcus Topley, York

THE SIMPSONS HIT & RUN

Unlock Maggie's Level

Start a new game with any character. On the first level, don't do any missions – just get all the collector cards, cars, gags, wasps and win all the races. Then do all the missions for the level. Do this on every level and when you get to the final mission of the last level, do not start it. First, drive all the cars in the phone booth to the school and move them into the tractor beam of the UFO. Then go to the final mission and when you get to the playground, get out of grandpa's car and press △, ⊗, △, □, □, □. Then get back in the car and drive towards the tractor beam, bashing in the code again before you reach the beam. Now you'll be sent to Maggie's level.

Lee Wong, London

This is from the episode where Apu nearly gets deported...

And you've got to love Bumblebee Man. Ay! Vamanos! Etcetera.

SEND YA CHEATS AND WIN TOP GEAR!

Not even Code Girl knows absolutely all the cheats, tips and secrets to the very latest games – but they're all there waiting to be discovered. By you. But such discoveries shouldn't go unrewarded, so the sender of the best tip will win a pile of Joytech peripherals for their gaming pleasure. So if you've personally unearthed some secrets in *Driver 3*, *Splinter Cell: Pandora Tomorrow* or anything else, share them with the nation and you could win some new gaming gear. Send your tippage to:
Masterclass, GamesMaster,
30 Monmouth Street, Bath, BA1 2BW.
Or email:
gamesmastertips@futurenet.co.uk.
Or Text:
GM MASTER then your tip to 83130.*

JOYTECH™

*TEXT GM MASTER PLUS YOUR TIP TO 83130. TEXT MESSAGES COST 25P INC VAT PLUS YOUR NORMAL TEXT COST. SERVICE PROVIDER: OPERA TELECOM, B1 2JB.

CONSOLETATION ZONE

Rain, sun? Sun, rain? Forget it – stay in and play games!

Bring your gaming misery and lay it at the door of Code Girl, for she is the soother of brows and the calmer of fevered spirits. Quite good at getting through games, too...

YOU CAN NOW TEXT PROBLEMS TO 83130!*

CRACKING YOUR CODE CHAOS! ◆ CRACKING YOUR CODE CHAOS! ◆ CRACKING YOUR CODE CHAOS! ◆ CRACKING YOUR CODE CHAOS! ◆ CRACKING YOUR

LORD OF THE RINGS: THE RETURN OF THE KING

Dear GM,
I can't complete Minas Tirith – Top Of The Wall or Shelob's Lair. Please can you help me?
Daniel Footitt, Ampthill

In Minas Tirith it's all about speed. Keep a close eye on the circle bar at the top of your screen: the red part signals the amount of orcs on the wall. First, take a run around the level kicking down all the ladders and killing the enemies. Then jump down to a lower level using one of the Z Command Circles so you have a faster route to take out ladders. After the cutscene, the enemies start to attack harder, but just use your speed attacks and you'll be fine. As for Shelob's Lair, use a fierce attack to flip the large spiders over then use your killing move to finish them off while going through the maze-type thing. At the end of the maze is a spot that's blocked by the little spiders. Use a torch to make a path through. Sneak past orcs with the cloak of invisibility.

We were upset when Elvis didn't turn up at the end.

Gandalf – hard, for an old bloke.

FINAL FANTASY X

Tidus is good for Overdrives in the final battles.

This is Seymour. He might have a stupid name, but he's a bad lad.

シーモア：シーモア＝グアド個人として
私は声援を惜しまないつもりです

And Yuna's your one-stop magic shop.

Dear GM,
I recently purchased *Final Fantasy 10* and got on very well until the part when the airship destroyed the Al Bhed's home. I defeated Evrae (the protector of Bevelle) but when I go down to stop Yuna from marrying Seymour, I have little life and there are no save spheres to get all your life back. The guards there have high attacks and they kill me very quickly. Please tell me a way to beat Seymour. Please. It's driving me crazy!
Jon Lam, Hackney.

Actually, Seymour Natus is probably easier than his first incarnation. He'll still use his Multi Spells, and he's low on life (below 20 000). He'll use his most devastating attack quite often – Flare, which deals nearly 2500 damage on one character. Also, he'll use support magic like Protect. First, have Tidus, Auron and Yuna use their trigger commands to Talk to Seymour. The strength potential of Tidus will be doubled, same goes for Auron. For Yuna, it'll be her magic defence. Have Wakka destroy the Mortibody – it'll automatically revive itself by drawing 4000 HP from Seymour. Now, whenever Seymour uses Break, quickly have Rikku use an Al Bhed potion to heal the party for 1000 HP and cure the stoned character. He will also use Protect on himself, so have Yuna cast Dispel on him. You should dispatch Seymour soon enough.

GET IN THE ZONE

Don't start screaming or swearing like Thomas here. If you're stuck in a game, we can help. Write to us and we'll sort your game pain. E-mail us on **gamesmastertips@futurenet.co.uk**, text 'console' and your problem to 83130* or write to Consoletation Zone, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

* TEXT GM CONSOLE PLUS YOUR PROBLEM TO 83130. TEXT MESSAGES COST 25P INC VAT PLUS YOUR NORMAL TEXT COST. SERVICE PROVIDER: OPERA TELECOM, B1 2JB.

SONIC ADVENTURE 2: BATTLE

Hi GM,
I'm stuck on *Sonic Adventure 2: Battle* – I can't find the Air Necklace for Knuckles and the Treasure Scope for Rouge. Could you tell me where they are?
Thomas Hayward, Minster

You'll find the Air Necklace in the Aquatic Mine. From the starting point, there is a mineshaft in the northwest. To get to it, you have to lower the water level to three via the switch up top. Drop down the shaft and start swimming for your life. At the end of the first tunnel, turn right and swim around all the wooden bars to get through the next opening and tunnel. Resurface as soon as possible when you're in the vertical shaft to pick up the Air Necklace. The Treasure Scope's in the Security Hall – on the far end of the yellow level, you'll see an ancient shrine. Play your Mystic Melody there, then take the platforms to the iron crates. Kick them open, then move forward to the Treasure Scope. Job done.

Call yourself Knuckles and you're bound to get into fights.

"Primal Venom"
CHAOS SODA

Especially if you're wearing a necklace.

THE LEGEND OF ZELDA: OCARINA OF TIME

Dear GM,
I'm desperately stuck on this, which I recently bought for my N64. Firstly, I've already learned Zelda's lullaby and Epona's song and Navi keeps telling me that I need to find Saria. I've looked everywhere for her and Mido told me she was in the Lost Woods but she wasn't. Where is she and once I have found her can you tell me what to do next?
Daniel Sherry.

You're supposed to listen to the music in the lost woods – from the start go right, left, right, left, straight, left, right, and you'll end up in the Sacred Forest Meadow. From there, you'll have to take out a Wolfos and some Mad Scrubs, but you'll eventually find Saria and she'll teach you Saria's Song if you show her the Ocarina. Then it's time to go to Kakariko village...

It's getting on a bit, but *Ocarina*'s still one of the best games ever.

And yes, we prefer the realistic, pointy-faced Link.

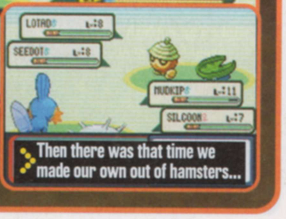
POKÉMON SAPPHIRE

Dear GM,
I'm trying to get a Kingdra in *Pokémon Sapphire*, but in order to get one you need a Dragon Scale and I don't know where I can find one. Please help me – I've been stuck on this for ages now!
Daniel Talbot, Middlesex.

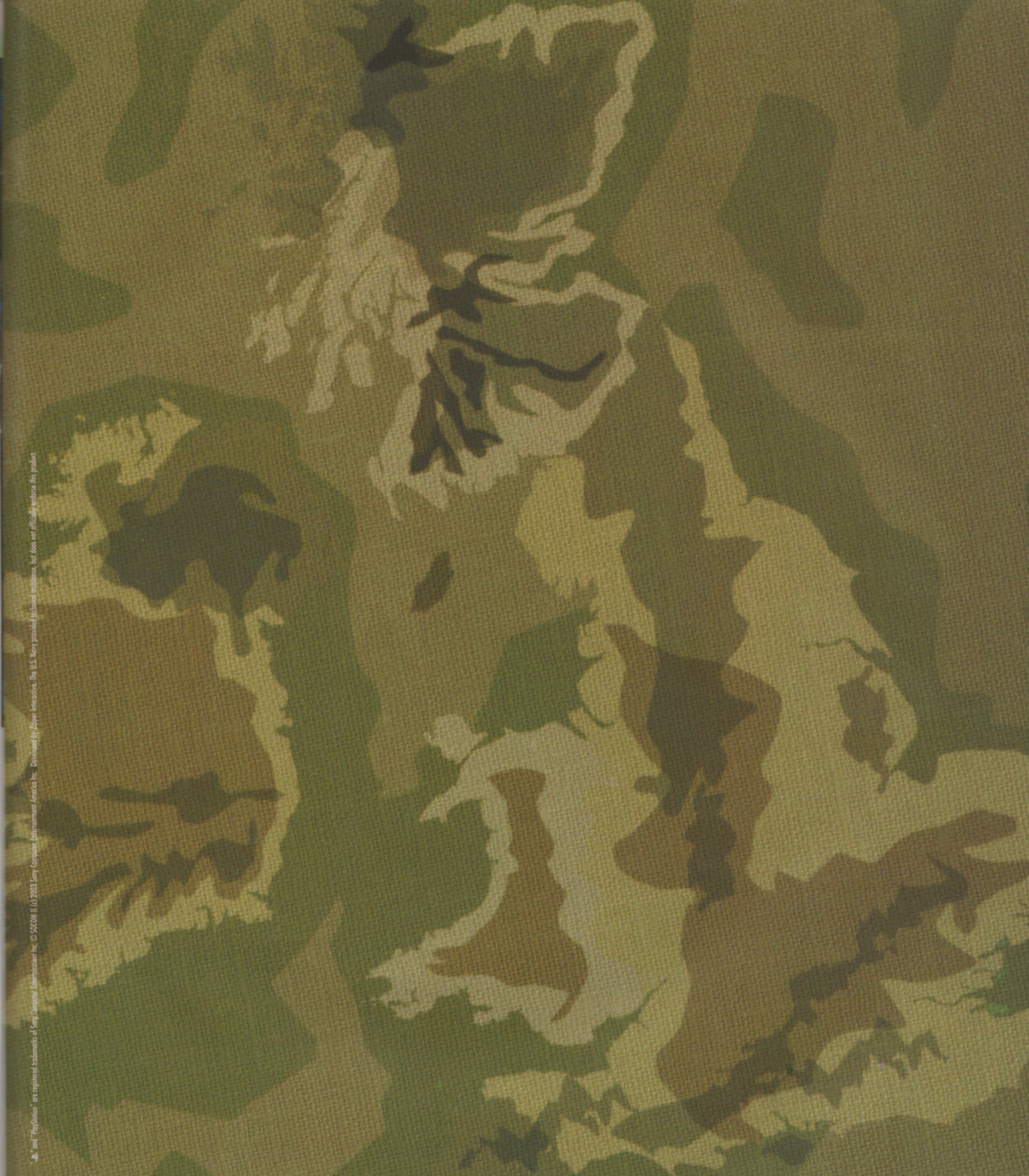
This one's actually pretty easy. You just get the Dragon Scale from Dragon Tamer Nicholas in Meteor falls, after you've beaten him five times. You just need to hold it during a trade to be able to evolve Seadra into Kingdra, and there you go.

Ah, Pokémon. We never get sick of memorising your stupid names.

TORCHIC
Lv12
35/ 35
Go! TORCHIC!



Then there was that time we made our own out of hamsters...



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NEW GAME REVIEWS »

» REVIEWS EDITOR

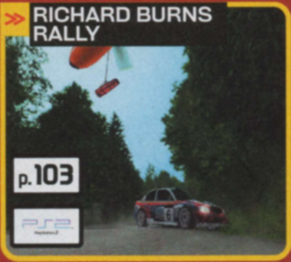
Done. Dusted. Put to bed. Another mighty issue of *GM* completed... but then the red phone started ringing and before we knew it we were squeezing our flabby buttocks into a lycra suit and answering the call of the wild – well, an insect. Okay, arachnid. Yep, *Spider–Man 2* was finally finished, and we swooped on the nearest Xbox to bring you the very first review!

» **Dave Harrison**

» FULL SPECTRUM WARRIOR

p.98 XBOX

» RICHARD BURNS RALLY



p.103 PS2

» THE SCORE

90 to 100%	Tippety top cream of the crop. If you own the console, buy this!
80 to 90%	A great game. If you like the sound of it, you should get it in.
70 to 80%	Neat enough but a little lacking. Still, if you really must have it...
60 to 70%	A game scuppered by an annoying flaw or two. Shame.
50 to 60%	Above average but only just. Spend your cash elsewhere.
40 to 50%	Quite simply not very good. We played it – we didn't like it.
30 to 40%	Oh dear. Perhaps the programmers should play some 'games'.
20 to 30%	What the...?! This looks awful and plays awful as well.
10 to 20%	Not a videogame at all but a device of mental torture.
0 to 10%	Like dangling your diddlies in a mincing machine.

» THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	88%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

GAMING MASTERPIECE

» The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:
Graphics: What does it look like? Does it move smoothly? Enough variety?
Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?
Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

SPIDER-MAN 2

Back from a hard day's heroics, we bring you the full, web-slingin' spin on this sizzling summer sequel – you know it makes Spidey sense!

p82 XBOX PS2 GAMECUBE PC CD

» REVIEWED THIS ISSUE...

DRIVER 3 (PS2)(XB) 78
SPIDER-MAN 2 (PS2)(XB)(GC)(PC) 82
WORLD CHAMPIONSHIP POOL (PS2) 84
THE X-FILES: RESIST OR SERVE (PS2) 84
SPLINTER CELL: PANDORA TOMORROW (PS2) 86
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Flip the page to where we drive you to destruction on PS2 and Xbox! »

REVIEWER

Alex Cooke

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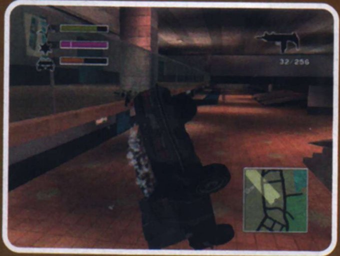
Are we here to praise the third of Tanner's adventures? Or is it time to bury the old jail-bird...?

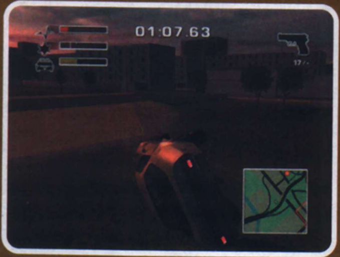
Driver 3

Drives Me Crazy

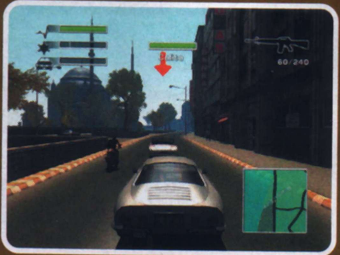
Once you get behind the wheel you can enjoy some almost realistic vehicle handling if you don't mind suspending disbelief for some slightly over-dramatic accidents...



▲ The cars skid and slew about the road but these aren't quite the fantastic, realistic physics we were promised.



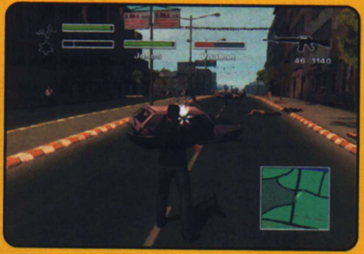
▲ A slight bump against a wall or kerb can send you spinning through the air in a pretty unbelievable somersault.



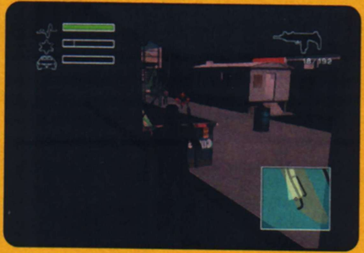
▲ Annoyingly you can't shoot at the same time as driving. But you can honk them to death. HONK HONK!

On Foot And Mouth

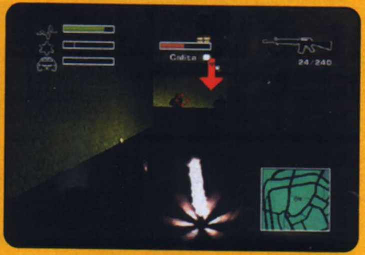
Once he gets out of the car, Tanner struggles. The controls are clumsy, the action clunky and the enemy stupid.



▲ The left stick controls movement while the right shifts the gun sight and the camera. It isn't very easy.



▲ There is an auto-aim option but it makes the fiddly stealth sections almost impossible to do.



▲ You can change the view with Select but none of them are very helpful and the camera is unreliable.

Ladies and gentlemen, we are all gathered here today to mourn the passing of a comrade, a one-man crime wave, a legend, the driver himself – Tanner.

His was a life that burnt brightly but briefly. He first hit the headlines in 1999, starting off at the bottom of the lowlife ladder as a getaway driver, tied to his car. In 2001 he moved up, becoming a mobile mobster who could run, fire and fight. Then suddenly all went quiet. For four years he was detained in Newcastle, but then came the news that he was back – returning for a third outing with the next generation, ready to try life in the fast lane again. But something had changed...

Softography

These guys have also made...

Driver	93%
Driver 2	92%
Destruction Derby	82%
Destruction Derby 2	90%
Stuntman	82%

GRAND PLANS

Sure, he still looked good, but this big man was well out of shape. The plan was a daring one too, reclaiming his Mobfather crown by smashing a global car-stealing ring and running down his *Grand Theft* rivals. But this final job lacked the planning, the sophistication and the class of Tanner's two other bank-busting jobs. It was to be his epitaph.

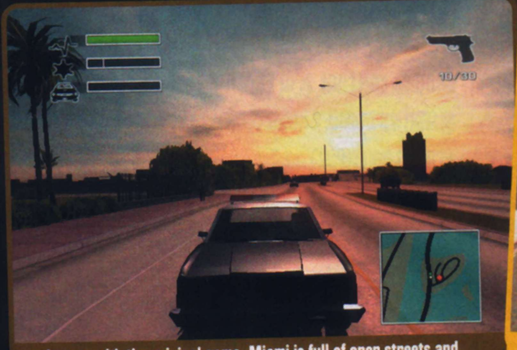
Tanner died as he loved to live, behind the wheel of a speeding sports car. Then twice more at the hands of a gun-toting maniac. And three times after that because he was forced to get out of a speeding truck straight onto the fast lane of a motorway. On six more occasions he snuffed it because he couldn't shoot a bloke standing five metres away, and finally he shuffled off this mortal coil another nine times due to a useless sidekick and a head-on crash with a car that wasn't there seconds ago. Yes, death came a-knocking many times for Tanner and kicked the door in both randomly and regularly.

FADED GLORY

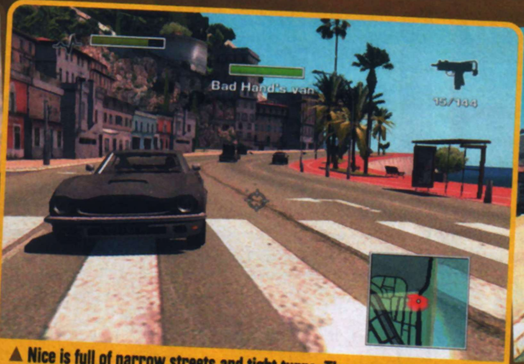
But let us remember Tanner as he was in 1999 and 2001; fun, fearless and peerless. Back in the old days of

So Nice In Nice

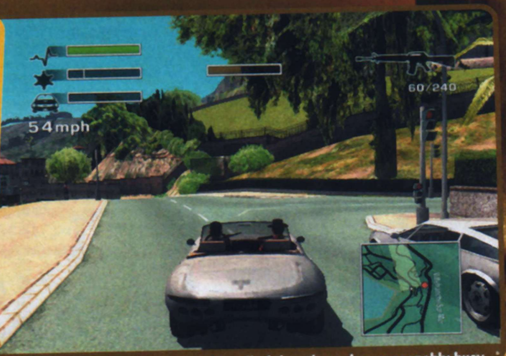
What more could you ask for? Three distinct big cities, all packed with people and passing cars to jack at your leisure and plenty of nice scenery to look at.



▲ Just as with the original game, Miami is full of open streets and highways but the bridges mean you need to plan ahead.



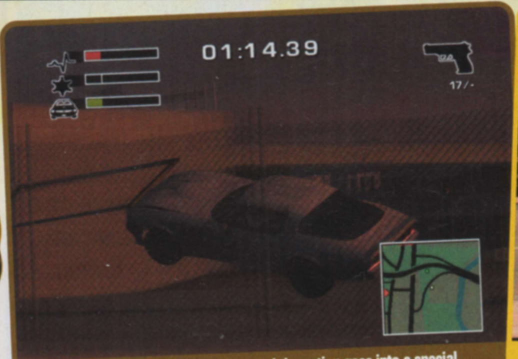
▲ Nice is full of narrow streets and tight turns. The pavement cafes are ideal places to squish those slow-moving Frenchies.



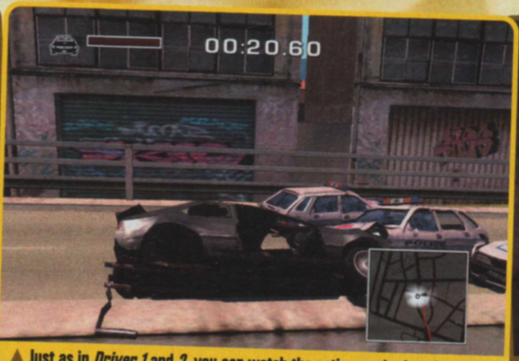
▲ The Turkish city of Istanbul, like all of the others, has reasonably busy streets, but it suffers less from pop-up than the other two.

Michael Winner Takes All

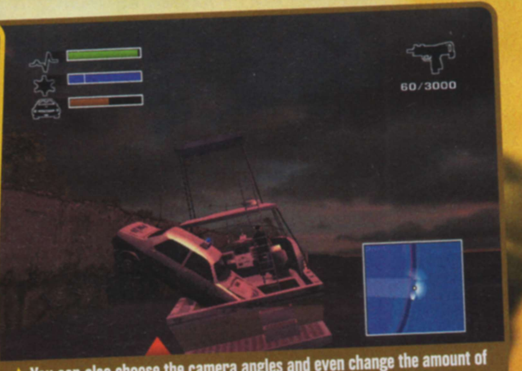
With so many massive car chases, smashes and bloody shoot-outs you might want to watch the carnage all over again, and with the cinematic features you can.



▲ Just hold down Black at any time and the action goes into a special slow-motion camera that shows you enjoying some top-drawer crashes.

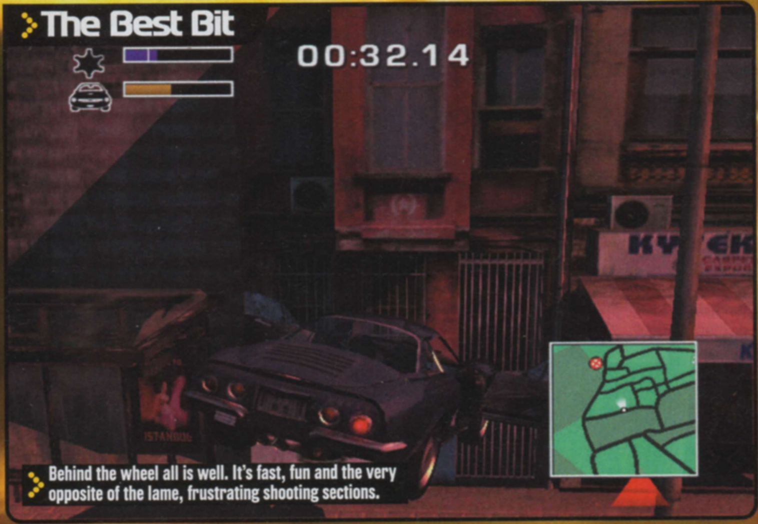


▲ Just as in *Driver 1* and *2*, you can watch the action again, but the replay will only show about half of your last mission, even on the Xbox.

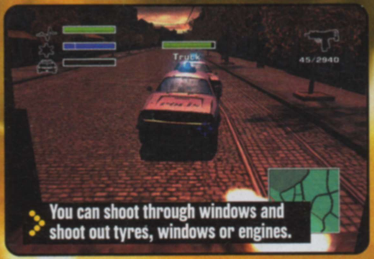


▲ You can also choose the camera angles and even change the amount of motion blur and effects on your favourite accidents.

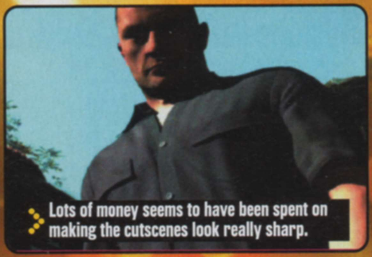
The Best Bit



Behind the wheel all is well. It's fast, fun and the very opposite of the lame, frustrating shooting sections.



You can shoot through windows and shoot out tyres, windows or engines.



Lots of money seems to have been spent on making the cutscenes look really sharp.

Factpack

The stuff you need to know...

Buildings	31,000
Square miles per city	30
Types of vehicle	50
Cities	3

You can overlook the flaws in the *Grand Theft Auto* series because you're having so much fun, but here the combat is so fiddly that you just feel frustrated whenever anything fails to work properly.

his first two outings he could tear about town bumping off dodgy mobsters, shifting moody motors, losing cops and busting through roadblocks. He opened our eyes to the world of *True Crime*, to urban cool and casual carnage. He was also the grandfather to many godfathers who copied his style.

YOUNG GUNS

Following his example other, younger, gangsters came along and learned how to climb out of their cars, pop caps and even build their empires of *Vice*. With Tanner, the mob mentor, now inside, other men soon strutted around the place like colourful Rockstars, making millions and blasting out awesome tunes with their shotgun shells.

But the years were not kind to Tanner. He came from a simpler generation and, while these younger men rose, he fell. So while he spent years waiting, twiddling his thumbs, staring glumly at his Reflections, he got older, he got slower, he became stuck in his ways. No longer could he cope with the demands of the new crime wave, or compete with the modern mobsters who pulled off all-action shoot-outs along with their high-octane chases. It didn't matter any more that he was still an awesome wheelman, because the game had changed.

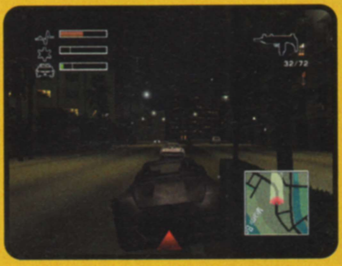
> "...instead of ducking the hot lead that flew over his head, his brittle bones left him standing in the firing line..."

SHOOTING BLANKS

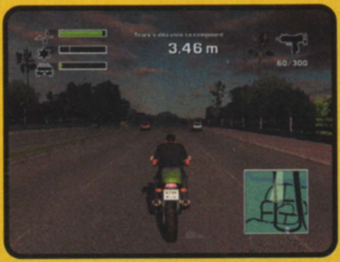
Out on the streets for his last outing, heavy on his feet, Tanner's age began to show. Instead of ducking the hot lead that flew over his head, his brittle bones left him standing in the firing line, blasting away at point-blank range towards his enemy. He couldn't use cover, fire around corners or take hostages. He even started to walk like a man with something nasty filling his strides, sliding and shuffling sideways instead of strolling smoothly.

And while his body withered, his eyes seemed to get worse too. Being as shortsighted as a bat in Raybans, Tanner now complained that walls and indestructible lampposts appeared right in front of him. Even huge buildings seemed to 'pop-up'

Steal Wheels



▲ To nick a motor all you need to do is point the gun at a driver or haul them out yourself.

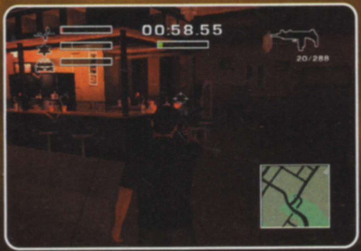


▲ The bikes handle a lot like a small car and so falling off one really takes some effort.

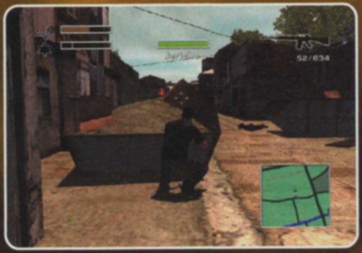
▲ With the trailer on the back, a truck might not be fast but it is great for making a mess.

Life Is A Rollercoaster

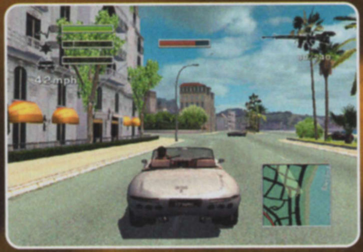
Driver 3's 50 or so missions swing from easy to hard and from boring to almost brilliant without any warning.



▲ It says 'destroy the bar'. You need to shoot every bottle and even waste the TV and the fruity. What a pain.



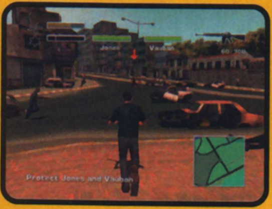
▲ There's only one way to complete the mission. You can't use your own strategy or try something different.



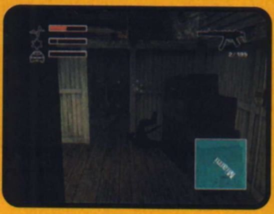
▲ You need to keep the speed up – too long on the brakes and the car goes 'Boom!' It's just like a movie.

A World Of Pain

Driver 3's problems can be narrowed down to almost anything that happens once you get out of the car. Time after time you die and it isn't your fault. Unseen cars run you over, enemies trapped inside walls shoot you, your clueless mate takes a bullet. They are all flaws. Lots and lots of little, niggly, annoying, frustrating flaws.

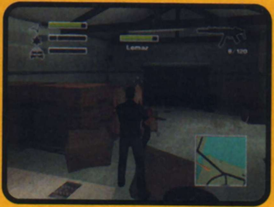


▲ The enemy can be hit in the hand or the ass with exactly the same effect.

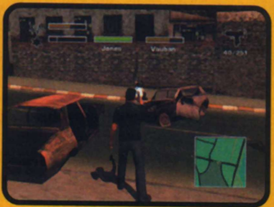


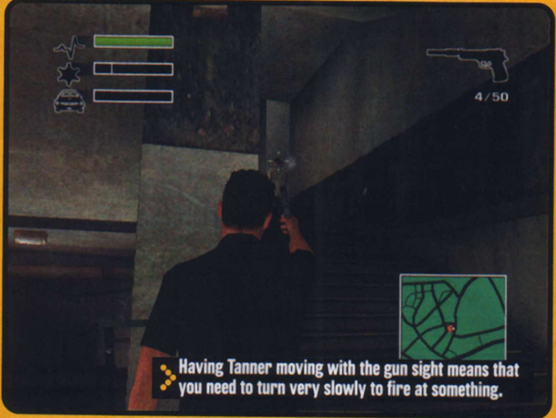
▲ You can't look around corners or shuffle sideways while you are crouched.

▼ Boxes and barrels can launch you through the roof. Sloppy.

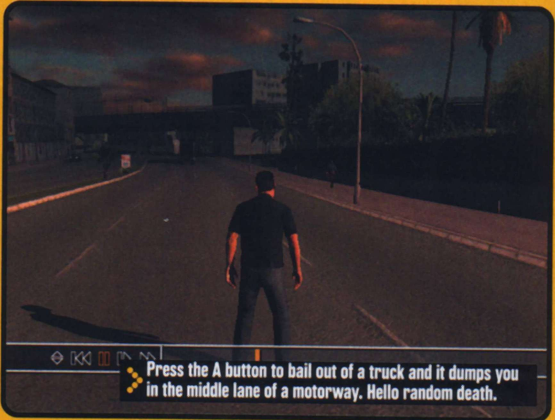


▼ Your aim can be perfect but often the bullets don't seem to hit enemies.





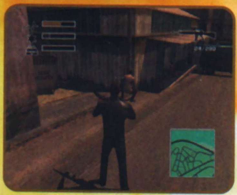
Having Tanner moving with the gun sight means that you need to turn very slowly to fire at something.

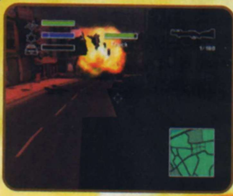


Press the A button to bail out of a truck and it dumps you in the middle lane of a motorway. Hello random death.

Uzi Lover

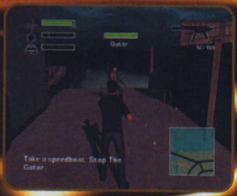
Changing weapons takes an age. You just cycle through them but Tanner spends ages unarmed due to slow animation.

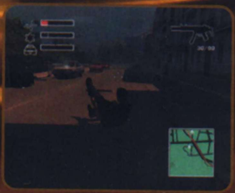




There are plenty of shooters, but none of the really fun stuff like flamethrowers or Molotov Cocktails.

For some reason the Uzi seems to have a better range than the pistol or rifle. That isn't very convincing, is it?

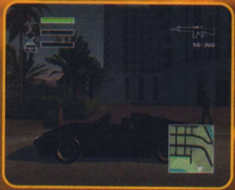


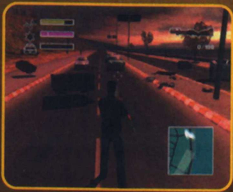


With only a crouch and a naff roll, it's hard to find any cover. So you fight by blasting away at your rivals toe to toe.

The GTA Test

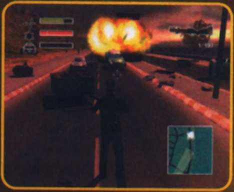
For any stealing and shooting game, the ultimate test is to see if you can soothe daily frustrations away with a quick blast.

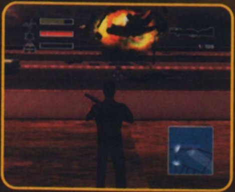




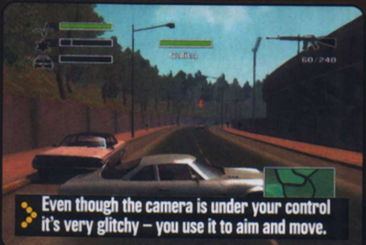
Driver 3 has a Take A Ride mode that lets you do whatever you want, so you can nick and kill whenever you like.

Kill a few civvies and the cops quickly arrive to haul you down town. And yep, it's great fun to waste them, too.

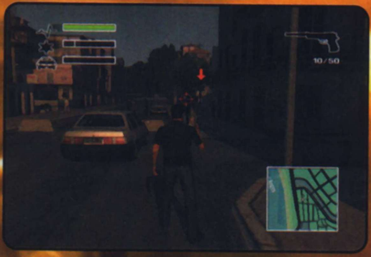




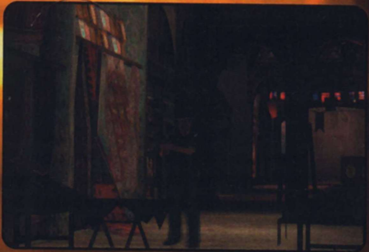
But what's this? No FBI? No tanks and choppers? After a while the cops just stop coming too. Hmm. That isn't so good.



Even though the camera is under your control it's very glitchy – you use it to aim and move.



▲ The enemy often disappear through walls, transport themselves into vans and even pass through the ceiling.



Without the ability to shoot round corners, the combat is more frustrating than even in *The Getaway*.

on the bonnet of his car, right as he ploughed into them. He stuttered, he paused and he 'slowed down', usually right in the middle of a car-chase.

LEND US A TANNER

And without being able to see into the murk and dirt of this new world, Tanner wasn't a crack shot either. You could line him up in front of a barn, aim for him, and the mole-like mobster still couldn't hit the door with a thermonuclear device. How many times did we watch our once-great friend lining up the crosshairs on his foe's face and blasting away, only to see the bullets slamming into the wall and not his noggin?

DEEP SEA DRIVER

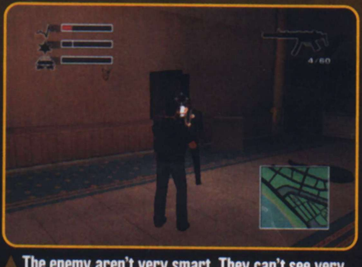
If only Tanner had stuck to what he was good at, he might still be with us today. For as a driver, he was up there with the best. Nicking cars was second nature, from fast saloons to scooters and even trucks; he could hot-wire and handle any one of 50 types of transport. He could tilt his wheel to almost any type of mission, too, including fast-paced chases, busting through barricades and buildings, ramming rivals off the road and even 'borrowing' boats. It was all easy for someone with his car-jacking talent, although sometimes he did seem to find his vehicles a little too lightweight, where just clipping a kerb or corner could send his motor somersaulting wildly and weirdly through the air as if someone had turned off the gravity.

And while we are all here to honour our fallen friend as he was, even Tanner's loyal crew wouldn't say that he had much of a sense of humour. While the new generation joked and laughed at gag-filled radio stations or comedy characters, he was as serious as a shotgun enema. Keeping it real, more than playing for laughs, was his way. But that isn't to say that Tanner didn't have fun. On the contrary, he

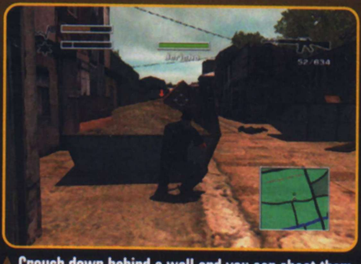
> “...his **final mission** took him on a tour of **three immense cities**, with some **spectacular** views and **glorious sunsets**...”

Know Your Enemy

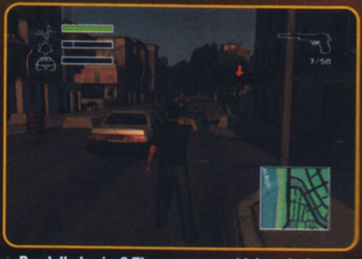
The criminal gangs aren't exactly wise guys. In fact, they aren't that bright at all.



▲ The enemy aren't very smart. They can't see very far either, so they seem to just wait around to be shot.



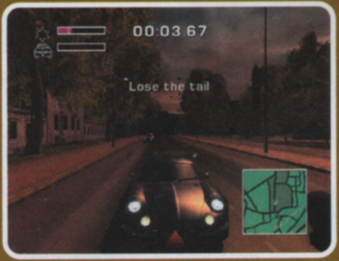
▲ Crouch down behind a wall and you can shoot them from there but they can't even see you. Poor.



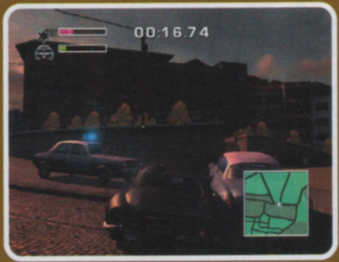
▲ Ragdoll physics? These guys wouldn't make it as blow-up dolls. Their deaths look lame and glitchy.

Drive By

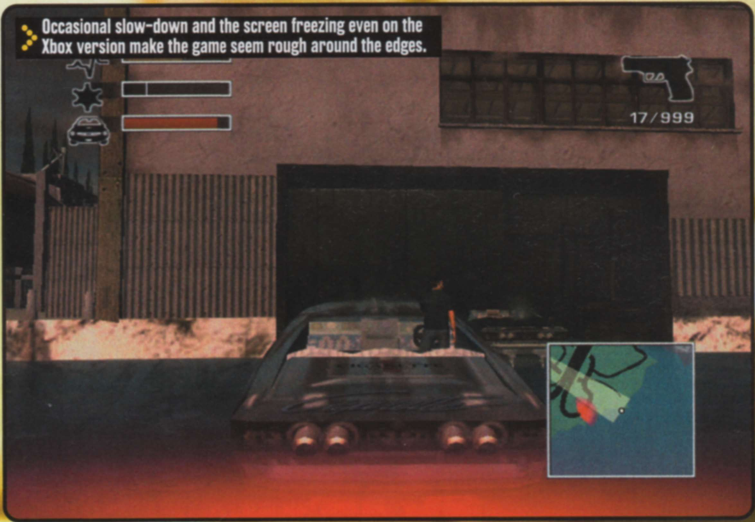
If you don't fancy going undercover you can always try one of the six Driving game options. To go with the usual collection of Checkpoint races and cone-bashing, there are the amusing Chase and Getaway modes along with the excellent Survival section.



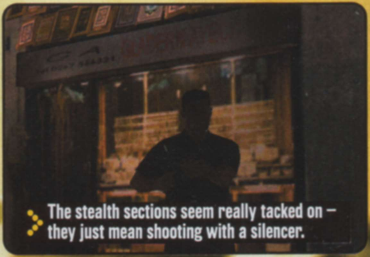
Quick Getaway lets you hunt down a rival or switch places and be the guy getting chased. It's jolly good fun too.



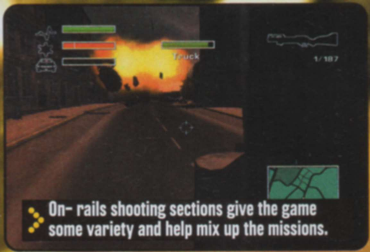
Survival sends a whole division of coppers after you and you need to keep driving for as long as possible. It's the best option of all.



Occasional slow-down and the screen freezing even on the Xbox version make the game seem rough around the edges.



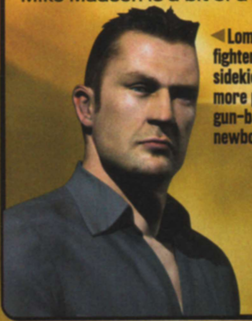
The stealth sections seem really tacked on – they just mean shooting with a silencer.



On- rails shooting sections give the game some variety and help mix up the missions.

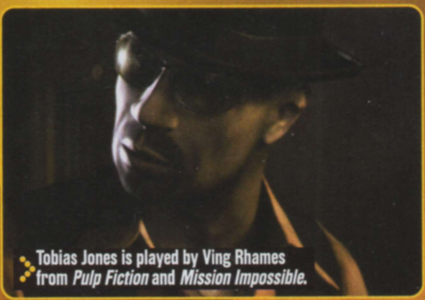
Speaky Easy

Mike Madsen is a bit of a games veteran. He was Toni Cipriani in *GTA3*, appeared in *True Crime* and now he's Tanner.



Lomaz is a fellow fighter but like most sidekicks he needs more protecting in a gun-battle than a newborn deer would.

Carlita, as played by Michelle Rodriguez, is the love interest and leader of the Miami car-stealing ring.



Tobias Jones is played by Ving Rhames from *Pulp Fiction* and *Mission Impossible*.

loved to cause anarchy on the streets. He would regularly Take A Ride, cadging cars for fun with a smile on his face and a grenade launcher in his hand. And when he didn't want to try a major mission he would just select the RPG from his immense armoury of pistols, shotguns and assault rifles before rolling some explosive rounds underneath cop-cars and running through the rain of splintered panda car and roasted pig.

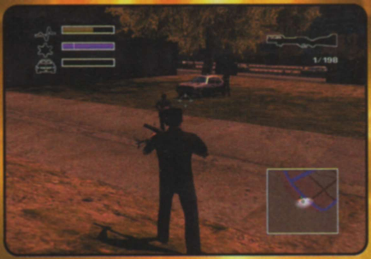
FUNERAL FOR A FRIEND

Despite his messy ending, life wasn't all bad for Tanner. His final mission took him on a tour of three immense cities, taking in some spectacular views and glorious sunsets all the way from Nice to Miami and Istanbul. And while he was getting his tan, Tanner still managed to look pretty nifty, with lots of sharp suits, sharp shoots and sharp motors.

For his last comeback he discovered a love of cinema, and found that he had a real eye for artistic accidents. Using his new slow-motion camera he loved ploughing a truck through police cars and watching the steel shred. He would sit down at the end of a day's car-jacking and edit the highlights together into an impressive film of his day, complete with flash camera-work and special effects.

GRAVE NEWS

And so we commend our brother Tanner to the grave. He was a man who enjoyed life, enjoyed death and enjoyed a glorious gangster past. Sadly, his best days were behind him before he even embarked on his final job. Sure, he was still a great driver, a good storyteller and a dapper fella, but the world had moved on. The elderly Tanner was trying to play above his station, because his rivals had become faster on the trigger, lighter on their feet and smarter with their suits. So while we're here to mourn him, it's the other *Getaway* drivers that have buried him. Crashes to crashes, rust to rust.



Turning off the auto-aim or inverting the controls is a pain as the menus only appear at the start of the game.

Rough Ride

The Take a Ride option appears from the start of the game and gives you an excuse to dive straight into the action and cruise around the streets. But the amount of cars, guns and towns that you can beetle through depends on how far you've managed to get in the main game.

You can pick your start point, your town and the motor you start with. The rest is up to you.

Police And Thieves

Tanner might be an undercover cop but that doesn't mean that the uniforms will let him break the law.

Jump the lights, break the speed limit or ram into other innocent cars and the police will be on your tail.

There don't seem to be as many as in the original game, but this time they aren't quite as easy to shake off.

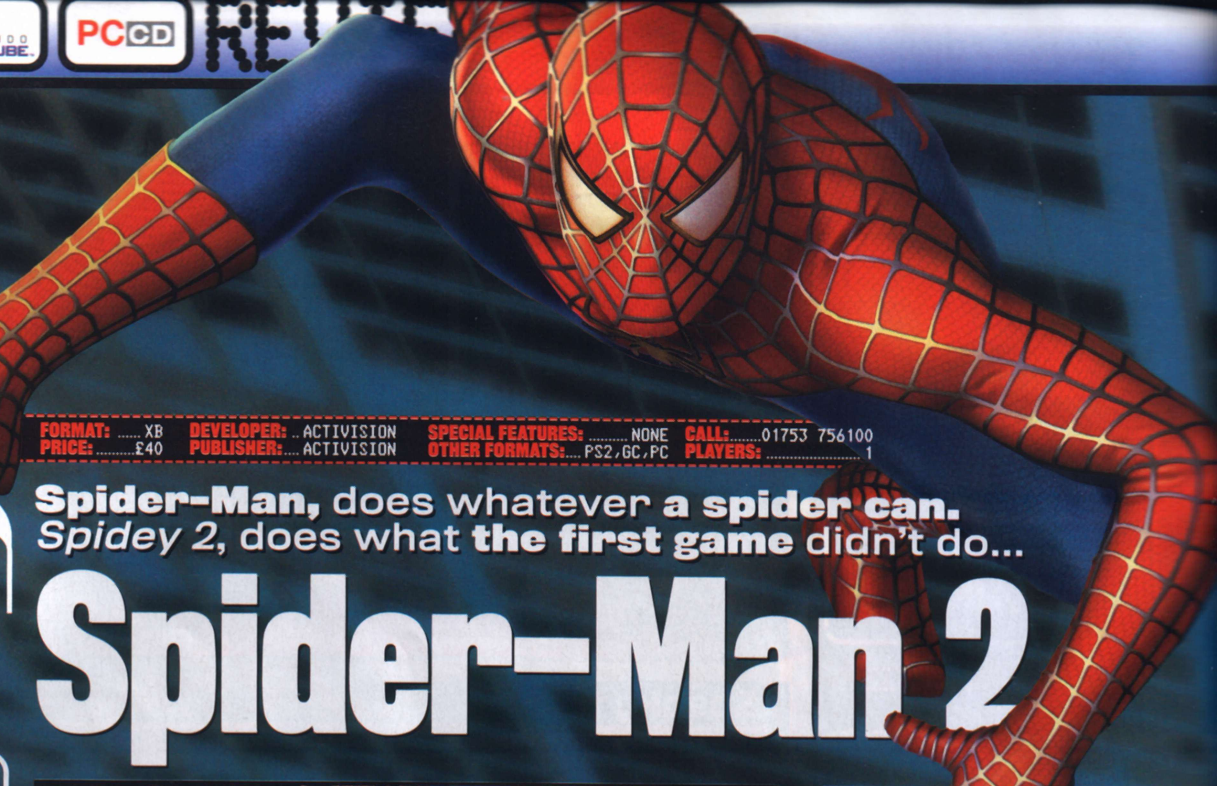
Judgement

GRAPHICS	A realistic look for the cars and people is ruined by animation flaws and heavy pop-up.
GAMEPLAY	The shooting is a painful punctuation to some pretty solid driving sections.
LIFESPAN	Varied levels and plenty of challenges, so it will last even if the difficulty varies wildly.

Like *The Getaway*, *Driver 3* aims for gory realism but ends up being clunky, clumsy, frustrating and rough around the edges.

Overall

75%



REVIEWER

Kath Brice

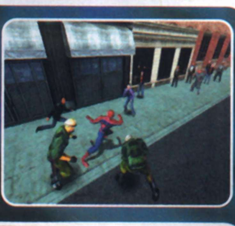
OUT: 9TH JULY

FORMAT: XB **PRICE:** £40 **DEVELOPER:** ACTIVISION **PUBLISHER:** ACTIVISION **SPECIAL FEATURES:** NONE **OTHER FORMATS:** PS2, GC, PC **CALL:** 01753 756100 **PLAYERS:** 1

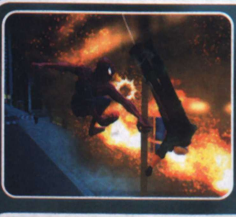
Spider-Man, does whatever **a spider can.**
Spidey 2, does what **the first game** didn't do...

Spider-Man 2

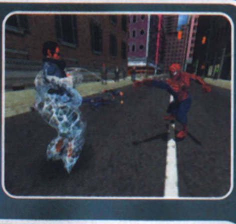
Spider Senseless



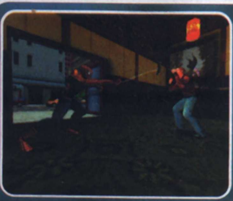
When you start the game, you can survive fights by hitting one button and not blocking, but the enemies get much tougher.



You earn Hero Points by keeping the city safe, and you can spend these on new combos, moves and upgraded powers.

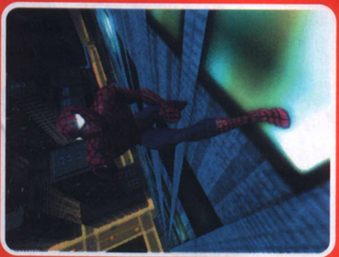


Close-up attacks are no good on armed enemies – but you've got lots of different web attacks to disarm and tie up crims.

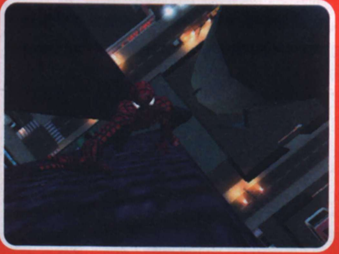


When Spidey's about to be hit by something, his head flashes (Spidey Sense). Quickly hit block and you'll dodge or stop the attack.

Daddy-Long-Legs

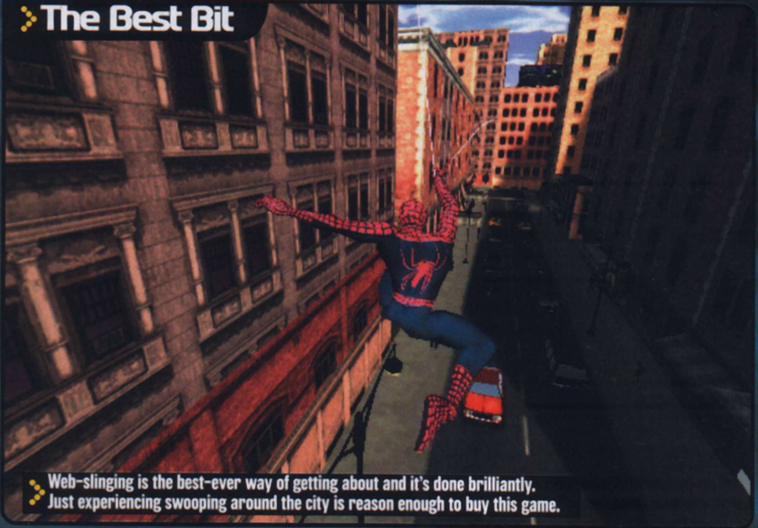


The missions where you have to keep up with Black Cat across rooftops are superb.

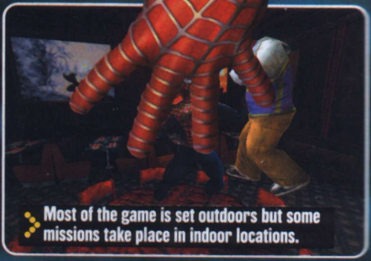


You can charge up a power-jump at any time by holding down the jump button. It gets you upwards quicker than crawling up walls.

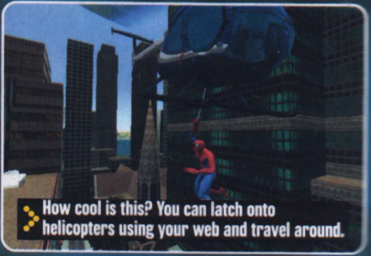
The Best Bit



Web-slinging is the best-ever way of getting about and it's done brilliantly. Just experiencing swooping around the city is reason enough to buy this game.



Most of the game is set outdoors but some missions take place in indoor locations.



How cool is this? You can latch onto helicopters using your web and travel around.

Maybe we've been forced to play one too many rubbish games, or maybe we just need to try the whole 'exercise' and 'going outside' thing a bit more, but the first thing we did when we picked up *Spider-Man 2* was crawl up the side of the tallest skyscraper in Manhattan and throw ourselves off the top of it.

And we can thoroughly recommend it. Because *Spidey 2* is a completely different game to its predecessor – in fact, it makes *Spider-Man: The Movie* feel as rudimentary as playing noughts and crosses with a bit of chalk on a paving slab. Falling hundreds of feet is an incredible sensation – you pick up speed as you fall, the buildings around you turn into a blur and the city noise is drowned out by the whoosh of air.

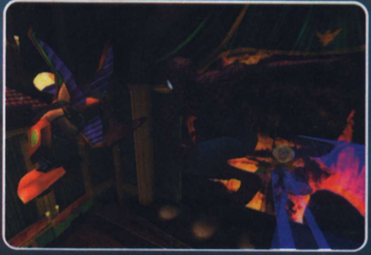
But there are even better sensations to come once you've got to grips with web-slinging. Improved graphics and the ability to run around on street level aren't all that *Spidey 2* has to offer. The most exciting thing is that, this time, you really feel as though you are Spider-Man and New York City is your playground.

WEB MASTER

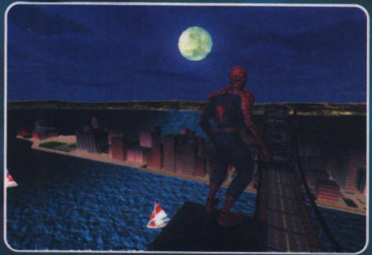
Activision have got the web-slinging as near to perfect as we could have dreamed (see Swing Out Spidey). The whole process is very physical – press the right trigger to spin the web while pushing the analogue stick in the direction of the object you want it to stick to, then as you swing down press the left trigger at the lowest point of the arc to get some extra speed before jumping as you swing upwards and spinning another web. It requires practice and rhythm to perfect, but swinging around just feels right – there's a real feeling of height and speed, and panic when you need something to stick your web to and there's nothing there. Hurtling from one mission to the next against the clock, catapulting around corners, is loads of fun. In fact, *Spider-Man 2* is one of the first free-roaming, *GTA*-style games we can think of where getting to the missions can be almost more fun than the missions themselves.

HIT FOR... EIGHT

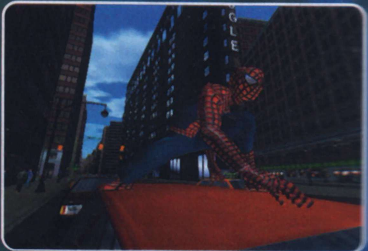
Fighting is also pretty bang on the button (see Spider Senseless). Combos



As well as criminals of the human kind, you'll come up against robots later on.



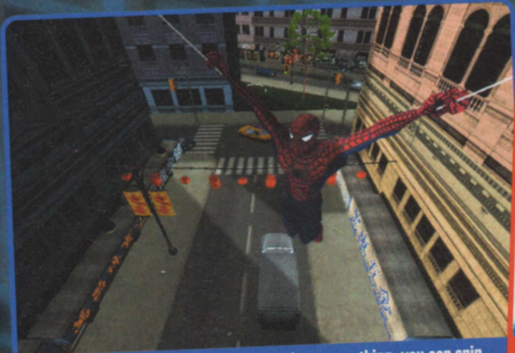
Spiders aren't good swimmers, so you'll need to avoid dropping into the big drink.

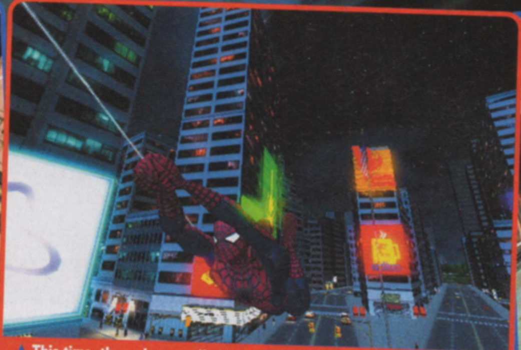


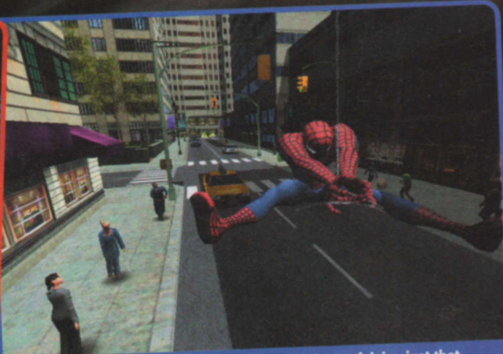
If you want to get to a crime quickly, you can jump on top of an emergency vehicle and ride there.

Swing Out Spidey

The web-slinging is handled brilliantly. When you start off, you feel as if you're clumsily fighting against the web, but soon you're moving in long, sweeping arcs and seamlessly linking jumping, swinging and wall-running.


▲ To stop yourself or hang stationary above something, you can spin a second web and just dangle between the two.

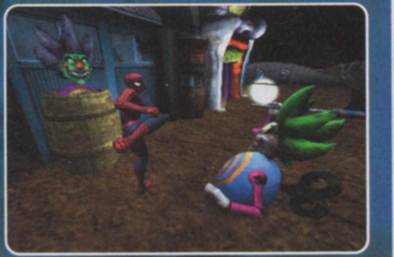

▲ This time, the webs actually have to stick to something instead of just sticking to mid-air – make sure you've got a target lined up...

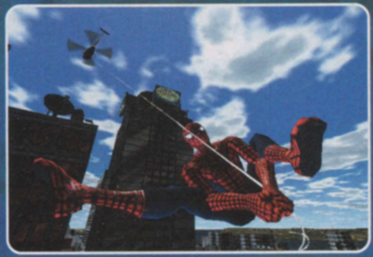

▲ Swinging around is so much fun, you won't bore of doing just that. Time challenges give you an excuse to perfect your technique.

Factpack

The stuff you need to know...

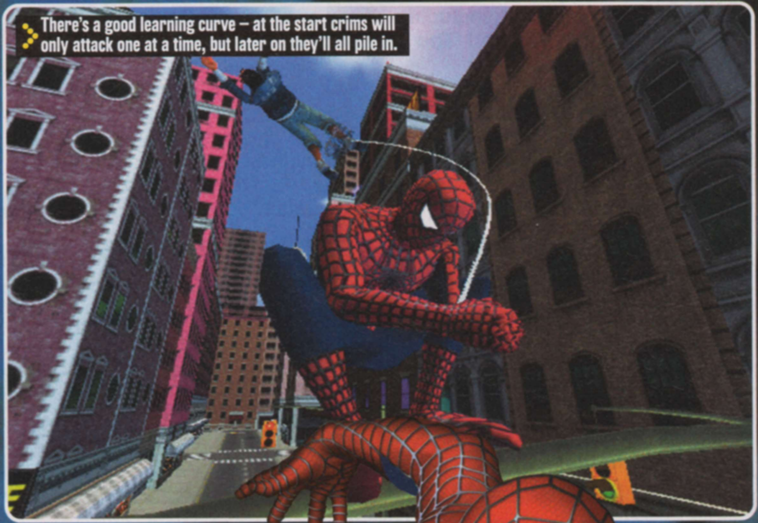
Evil villains	3
Skyscraper tokens to collect	150
Size of Manhattan	Half
Number of upgrades	5


▲ Mysterio's cretins aren't as easy to kill as normal enemies. They just won't fall down.


▲ Tights aside, how could anyone *not* want to be Spider-Man? It's just brilliant fun.

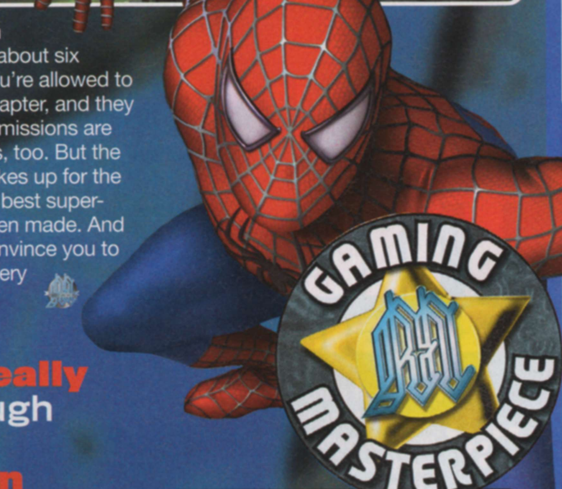
let you pull off all sorts of power-punching and web-yanking. You can upper-cut an enemy into the air, then jump up there with them and give them a good pasting on their way back down. Lasso a crim with a web and you can spin them around and smack them into other enemies or even string them up on a lamppost.

SULTAN OF SPIN


▲ There's a good learning curve – at the start crims will only attack one at a time, but later on they'll all pile in.

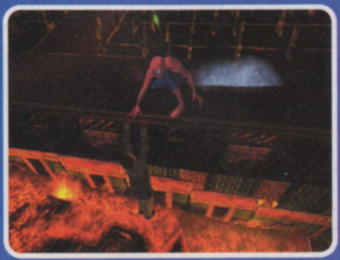
It's been superbly done – the only disappointment is that you sometimes find yourself in a situation where you have to solve about six random crimes before you're allowed to move onto to the next chapter, and they can get repetitive. Some missions are much weaker than others, too. But the good here more than makes up for the bad. *Spider-Man 2* is the best super-hero game that's ever been made. And if that's not enough to convince you to play it, try jumping off a very tall skyscraper.

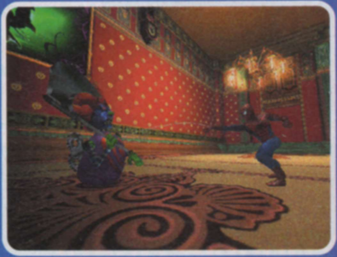
> “...This time, you **really feel** as though **you are Spider-Man** and **New York City** is your **playground**...”

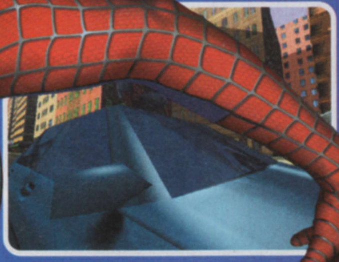


GAMING MASTERPIECE

I'll Be Beck


▲ One mission has you rescuing journalists. Sling them over your shoulder and swing them to safety.


▲ Mysterio's hide-out is quite different to NYC. It's a big, messed up, upside-down fun-house.


▲ Some missions require you to chase after criminals in cars, dodging bullets.

Softography

These guys have also made...

Spider-Man: The Movie	73%
Minority Report	66%

Judgement

GRAPHICS	Forget screen-shots – the animations are spot-on and New York looks spectacular.
GAMEPLAY	It's like *Spider-Man* meets *GTA* – a huge free-roaming game where just getting around is fun.
LIFESPAN	You can get through the missions in a couple of days, but there's tons of extra stuff to do.

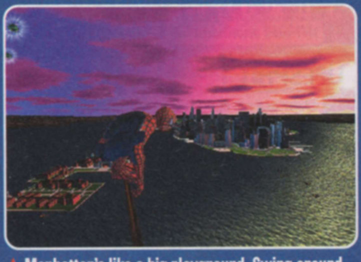
Move over *Driver 3* – we'd rather be leaping across rooftops. A huge step-on from every other super-hero game.

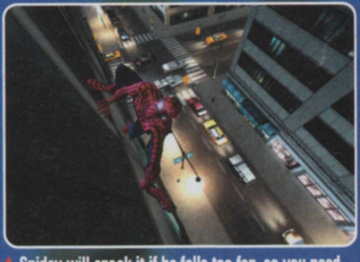
Overall

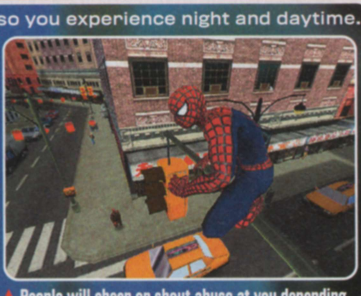
90%

Spidey And The City

New York has never looked better in a game – the sun sets and everything, so you experience night and daytime.


▲ Manhattan's like a big playground. Swing around flagpoles, climb buildings – and it all looks great.


▲ Spidey will croak it if he falls too far, so you need to watch your step and spin those webs.


▲ People will cheer or shout abuse at you depending on how many criminals you've let escape.

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OTHER FORMATS: XB, PC, GC
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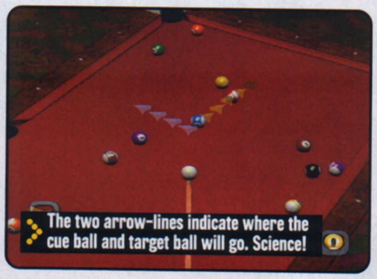
PLAYERS: 1-2

Fed up of guns and **realistic soldier-sims?** Then step this way, sir. **And bring a stick...**

World Championship Pool


The two arrow-lines indicate where the cue ball and target ball will go. Science!

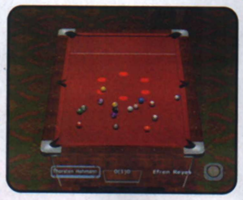
WCP 2004 features 11 of the world's highest-ranked 9-ball competitors, including Tony Drago and Earl 'The Pearl' Strickland. While that doesn't mean a whole lot to us, the game plays a mean game of sticksie-ball and is chock-full of options and different modes.

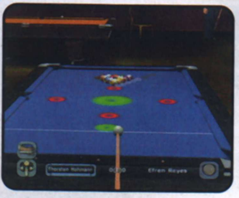
There are trick shots that you have to master before you can unlock them, and bonus games with their own peculiar tactical challenges. You can even play online, though it's not quite as engrossing as *Socom*.

Pool games live or die by their cue action – and this is pretty good, with indicators showing where both the cue ball and target will head. *WCP* doesn't have the charm or feel of the recent *Pool Paradise*, but it's a good effort nonetheless.

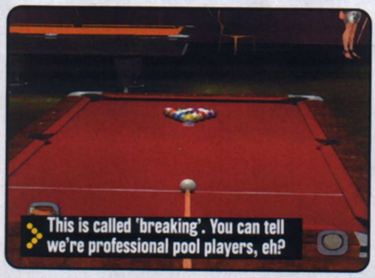
New Balls Please

The bonus games are good and unusual fun, testing what you've learned in a number of scenarios.


Minefield features an arrangement of mines that bounce the balls in the air. Avoid them or use them to advantage...

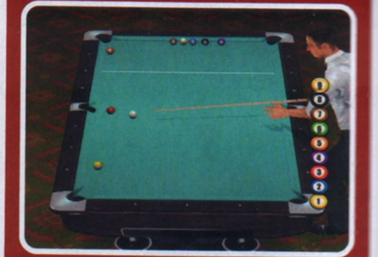

Hotspots offers two hooks – if a ball lands in a red spot you lose a turn, if it lands in a green spot you gain a turn. Natty.

REVIEWER: Jes Bickham


This is called 'breaking'. You can tell we're professional pool players, eh?

Another pretty shot of a red table with some balls on it, yesterday. Pretty.

It's Tricky


You have to learn each trick shot before you can unlock the next one. You can use them in the main game, but the sense of accomplishment is enough.

Judgement

GRAPHICS Balls, tables, some awkward humans wobbling around. Not the best looker.

GAMEPLAY Fine stick-on-ball action with a bewildering number of different types of game.

LIFESPAN If you love pool, it'll last you forever, but it can get samey quite quickly.

Acceptable and enjoyable, but it lacks excitement and personality. Worth checking out if you've got *Pool Paradise* already.

Overall 68%

OUT: NOW
FORMAT: PS2
PRICE: £40
DEVELOPER: BLACK OPS
PUBLISHER: VIVENDI UNIVERSAL
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0118 920 9100
PLAYERS: 1

The truth **is in here!** It **explains more** than **the show did,** anyway...

The X-Files: Resist or Serve

We're not sure about you, but we can't recall an *X-Files* episode with honest-to-goodness zombies in it. But *Resist or Serve* is essentially *Resident Evil* in all but name.

It features shambling townsfolk, a rotational control system and fixed camera angles. But having said that, it's a cumbersome, frustrating game with primitive, unconvincing graphics that can't compare to *Resi*'s latest look.

Despite this, *X-Files* fans will be in seventh heaven. David Duchovny and Gillian Anderson provide the voices, and despite the shambling undead there's a great *X-Files* atmosphere; homages to the show are everywhere, from episode titles disguised as street names to Mulder's knowing asides.

It's got a cracking story as well, delving deep into the show's mythology and opening with a horribly creepy recreation of the Tunguska incident (big meteor-thing hits Russia, basically). But as a game, not a spin-off, this is pedestrian and flawed. Strictly one for the fans.

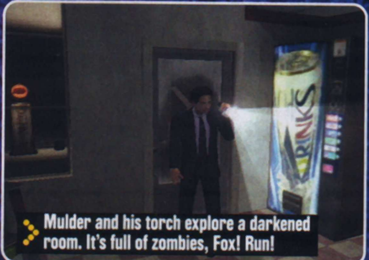
Double Agent

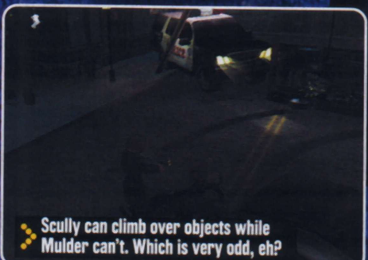
Resist or Serve steals more than the zombies and camera from *Resident Evil*. You can play as either Mulder or Scully, just like choosing between Claire Redfield and Leon Kennedy in *Resi 2*. Each character has his or her own perspective on events, as they get separated early on. It's a good way of extending the game – especially for fans.

The door won't open.
Both characters are voiced brilliantly by their respective actors – it's just like the show. Almost.

Scully gets stuck with a wounded cop at the start while Mulder goes off exploring. Typical, eh?

REVIEWER: Jes Bickham


Mulder and his torch explore a darkened room. It's full of zombies, Fox! Run!


Scully can climb over objects while Mulder can't. Which is very odd, eh?

Judgement

GRAPHICS Solid but muddy and awkwardly-animated. Hardly cutting-edge.

GAMEPLAY Plays like *Resident Evil* but with bags of that *X-Files* atmosphere.

LIFESPAN Not bad, and you can play through as either character for double the action.

Intriguing and enjoyable but nonetheless clunky with lots of aspects apparently carbon-copied from *Resident Evil*.

Overall 61%

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- Sonic Battle
- Spiderman The Movie
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- Medieval: Total War
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- Sims
- Sims: Makin' Magic
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- Total Club Manager 2004
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- XIII (Thirteen)
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- Fear Effect: Retro Helix
- Final Fantasy 7
- Final Fantasy 9
- Harry Potter & Phil.'s Stone
- Hybrid
- In Cold Blood
- Last Revelation
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- LMA Manager 2002
- MediEvil 2
- Metal Gear Solid
- Parasite Eve 2
- Player Manager 2002
- Rayman 2
- Resident Evil 3: Nemesis
- Shadowman
- Silent Hill
- Smackdown 2
- Spiderman
- Spyro 3: Year of the Dragon
- TOCA Touring Cars 2
- Tomb Raider 2
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- Leg. of Zelda: Ocarina of T.
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- Leg.of Zelda: Majora's Mask
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- Resident Evil Zero
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- Star Wars: Rogue Leader
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- The Suffering
- The Urbz*
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- Zelda: Ocarina of Time
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- Castle Wolfenstein, Ret. to
- Colin McRae Rally 4
- Combat Elite: WWII Paras*
- Conflict: Desert Storm
- Conflict: Desert Storm 2
- Counterstrike
- Crimson Skies
- Deus Ex: Invisible War
- Die Hard: Vendetta
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- FIFA 2003
- FIFA 2004
- Fight Night 2004
- Freedom Fighters
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- **Grand Theft Auto: V. City**
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- Harry Potter & P.of Azkaban
- Harry Potter & Phil.'s Stone
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- **Hitman 3: Contracts**
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- Star Wars: Knights Old Rep.
- Suffering
- Tenchu: Ret. from Darkness
- The Sims: Bustin Out
- The Suffering
- The Thing
- Time Splitters 2
- TOCA Race Driver 2
- Tony Hawk's Pro Skater 4
- Tony Hawk's Underground
- Total Club Manager 2004
- True Crime: Streets of LA
- Turok, Evolution
- Van Helsing
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A = 01

- Age of Empires 2
- Alias
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- Atlantis 3: New World

B = 02

- Backyard Wrestling
- Bad Boys 2
- Baldur's Gate: D. Alliance 2
- Broken Sword 3: S. Dragon
- Buffy 2: Chaos Bleeds

C = 03

- Colin McRae Rally 4
- Conflict Zone
- Conflict: Desert Storm
- Conflict: Desert Storm 2

D = 04

- Dark Cloud 2
- Deadly Skies 3
- Desert Storm
- Desert Storm 2
- Die Hard: Vendetta
- Dragon Ball Z: Budokai
- Dragon Ball Z: Budokai 2
- **Driver 3***
- Dynasty Warriors 4

E = 05

- Enter the Matrix
- Escape from Monkey Island
- Evil Dead: Fist. of Boomstick

F = 06

- FIFA 2004
- Fight Night 2004
- Final Fantasy X
- Final Fantasy X-2
- Futurama

G = 07

- Getaway
- Ghost Hunter
- Ghost Recon: Jungle Storm
- Gran Turismo 3
- Gran Turismo 4 Pro.Edition
- **Gran Turismo 4***
- Grand Theft Auto 3
- **Grand Theft Auto: V. City**

H = 08

- Harry Potter & Ch.of Secrets
- **Harry Potter: P. Azkaban**
- Headhunter: Redemption*
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- **Hitman 3: Contracts**
- Hyper Street Fighter 2

I = 09

- Indiana Jones: Emp.'s Tomb
- Iron Storm*

J = 10

- Jak 2: Renegade
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- James Bond: E. or Nothing
- Jurassic Park: Op. Genesis

K = 11

- Kill.switch
- Kingdom Hearts

L = 12

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- LMA Manager 2004
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M = 13

- Mace Griffin: Bounty Hunter
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- Max Payne 2
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- Medal of Honor: R. Sun
- Metal Gear Solid 2
- Midnight Club 2
- Mission Impossible:O.Surma
- Mortal Kombat: Deadly All.
- MX Unleashed

N = 14

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- Need for Speed Undergr'nd
- Need for Speed: H.Pursuit 2
- NFL Street
- No One Lives Forever

O = 15

- Onimusha 3: Demon Siege

P = 16

- Premier Manager 2003
- Primal
- Prince of Persia: S. of Time
- Pro Evolution Soccer 3
- Project Zero
- Project Zero 2

R = 18

- Rainbow Six 3
- Ratchet and Clank 2
- Red Dead Revolver
- Red Faction
- Res. Evil: Code Veronica X
- Resident Evil: Dead Aim
- Return to Castle Wolfenstein
- Richard Burns Rally*
- Riding Spirits
- Rise to Honor
- R-Type Final

S = 19

- Secret W. Over Normandy
- Serious Sam Next Encounter
- Silent Hill 3
- Simpsons: Hit & Run
- Sims: Bustin' Out
- Smackdown! 5: H.C.T.Pain
- SOCOM 2: US Navy Seals
- SOCOM: US Navy Seals
- Sonic Heroes
- Soul Calibur 2
- Sphinx & Cursed Mummy
- Spiderman The Movie
- Spider-Man: The Movie 2*
- Splinter Cell
- **Splinter Cell 2 Pandora T.**
- Star Trek: Shattered Univ.
- Suffering
- SWAT: Global Strike Team
- Syphon Filter: Omega St.

T = 20

- Teenage Mut. Ninja Turtles
- Tekken 4
- The Getaway
- The Sims: Bustin Out
- The Suffering
- The Thing
- Tiger Woods Golf 2004
- Time Crisis 3
- Tomb Raider: Angel of Dark.
- Tony Hawk's Pro Skater 4
- Tony Hawk's Underground
- Total Club Manager 2004
- Transformers
- True Crime: Streets of LA

V = 22

- Van Helsing

W = 23

- Warhammer: Fire Warrior
- Way of the Samurai 2
- Wolfenstein,Return to Castle
- World Championship Rugby
- WWE Smackdown! 5: HCTP

X = 24

- X-Files: Resist or Serve
- X-Men 2: Wolverine's Rev.

Y = 25

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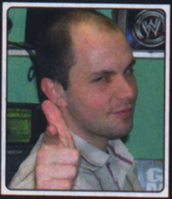
REVIEWER



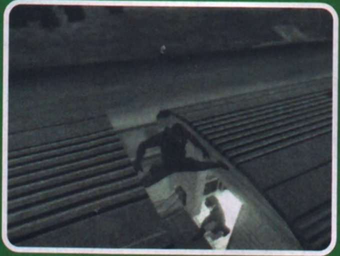
Joel Snape

Security failure
Room 86 - decontamination
AMMO 30/90
Frag G.
Flash Bang

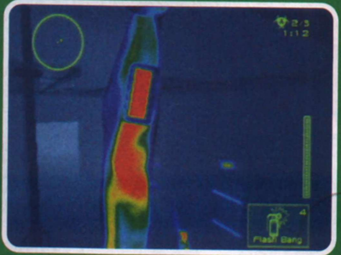
OUT: NOW
FORMAT: PS2
PRICE: £35
DEVELOPER: UBISOFT
PUBLISHER: UBISOFT
SPECIAL FEATURES: ONLINE, HEADSET
OTHER FORMATS: XB, GC
CALL: 01932 838230
PLAYERS: 1-4

My Thighs!

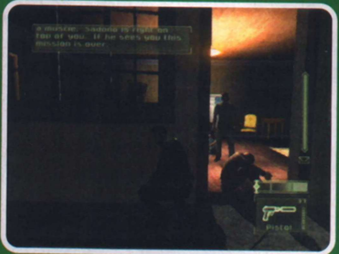
Sam Fisher makes JC Van Damme look like a big, Belgian baby about 10 minutes in. He's been working out those inner-leg tendons since the first game, and he's got some new moves to show for it.



▲ The half-split lets Sam spring higher as he's braced between two walls, and grab onto high-up ledges.



▲ The hands-free upside-down foot-dangle lets him reload and stay stable as he hangs from beams.



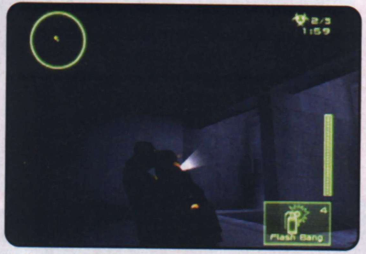
▲ But the most useful move's the SWAT turn, letting you nip past even the brightest doorways virtually undetected.

It's like hide and seek. **Only with tasers.** And bombs. And electromagnetic field vision. **Coming, ready or not...**

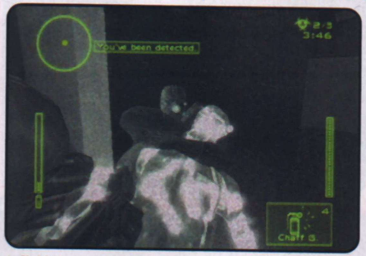
Splinter Cell: Pandora Tomorrow

Hello, Gorgeous

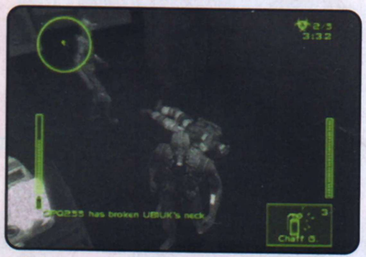
It takes some top-class sneakery, but getting a mercenary in a chokehold's well worth the effort...



▲ You can hold down L2 to whisper sweet nothings into their ears via the USB headset...



▲ Hold them still while your teammate repeatedly tasers them in the face...



▲ Or just pop their neck. They'll respawn with new kit, though, so a little nap's probably a better idea.

"Fisher, you're paid to be invisible!" Ah, yes – we've been hearing a lot of whining from Lambert over the past couple of weeks. And if you get *Pandora Tomorrow*, chances are, so will you.

Guards donning flak jackets at the first twitchy motion sensor mean that alerts – though they don't always end the game – certainly mean trouble. But then, 'trouble' is Sam Fisher's middle name. Probably.

LOOKING DOWN

Let's get this out of the way right now – PS2 *Splinter Cell* doesn't look as good as the Xbox version. It certainly looks good – dynamic lighting makes for some of the best fire and water on Sony's machine – but the flappy curtains aren't as shiny, the sun-dappling isn't quite as precise, it isn't quite as good. Just so you know.

All isn't lost, though – *Splinter Cell*'s biggest draw is the stealth, and that's better than ever. Though you're still channelled through the game, puzzles have multiple solutions far more frequently than in the first *Cell*. It's partly due to better level design and partly due to Sam's new moves – the upside-down dangle and the half-split.

ON THE MOVE

These work well across the new range of environments – Sam's obviously got over his claustrophobia, since he's now clambering through forests and along the tops of trains. The alarms have been made fairer, too, though most levels keep the two-strikes-you're-out system that stopped psychos headshooting their way through every level. The first alarm briefly ups the alert condition,

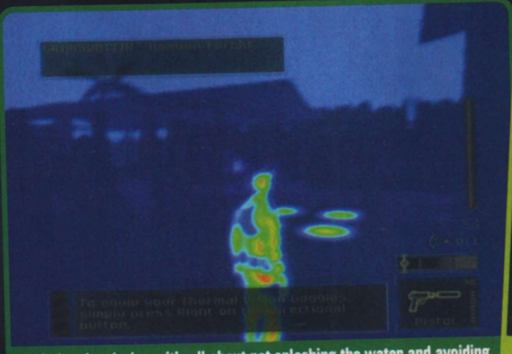
Softography

These guys have also made...

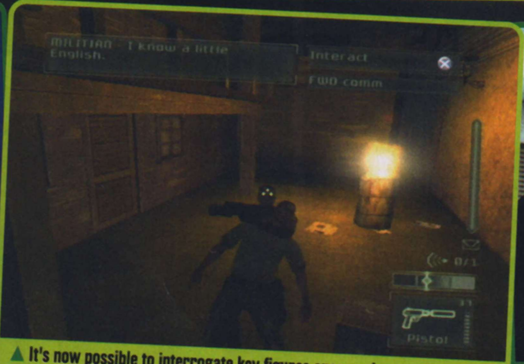
Splinter Cell	90%
Splinter Cell: Pandora Tomorrow (GBA)	84%
Beyond Good and Evil	80%
Prince of Persia: Sands of Time	86%
XIII	94%

The Soft Cell

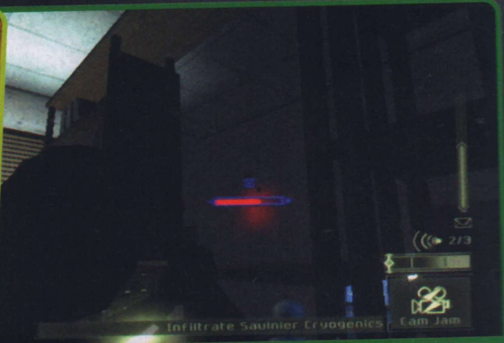
It's not all gymnastics and new kit for Sam – finding out what *Pandora Tomorrow* actually means takes a whole new set of skills, some of which involve Sam venturing out of the shadows.



▲ In jungle missions, it's all about not splashing the water and avoiding tripwires in the long grass.

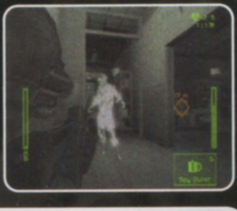


▲ It's now possible to interrogate key figures once you've grabbed them – sadly, you can't do this with other guards.

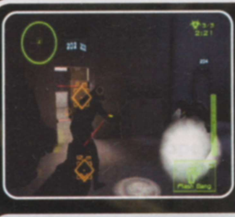


▲ There's a new booby-trap disarming system similar to the lock-picking – your pad rumbles to let you know when you're getting it right.

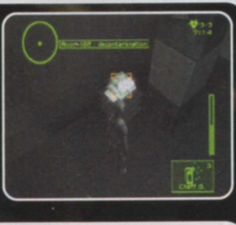
Sneaky!



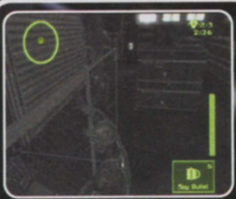
Pow! And the guard carks it. Get him in the head, and his HUD goes down for two seconds.



If they're waiting for you to show up at the objective, try launching the gas-cam and holding down ◎.



Then it's time to head for that objective – if you've hit an alert on the way in, you won't be able to deactivate it.



And whoops – you've been spotted by the Argus boys. Time to make a run for it... you need to move faster than them.

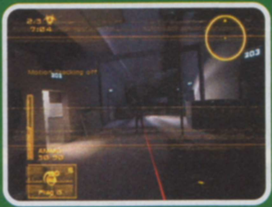
changing guards' patterns – a bit like triggering a sweep team in *MGS*. Overall, it's more challenging than the first *Cell* and all the better for it.

Still – if you read our review of the Xbox version a couple of months ago, you know most of that. So instead, let's concentrate on what's been the *real* hit about *Pandora* ever since we got it up and running – the multiplayer missions.

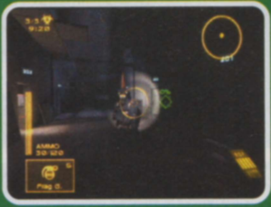
> ❝ ...you're **facing** someone who **thinks like you,** so they won't leave corners **unchecked** or forget to **look up...** ❞

Spy Catchers

With their first-person, peripheral-visionless viewpoint and lack of climbing ability, it's easy to feel sorry for the mercenaries. But they're not exactly as powerless as the single-player goons...

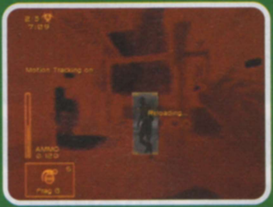


▲ Spies can stun you, making your view go fuzzy for a few seconds.

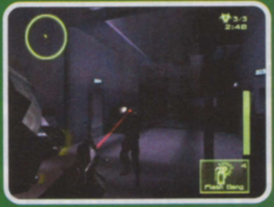


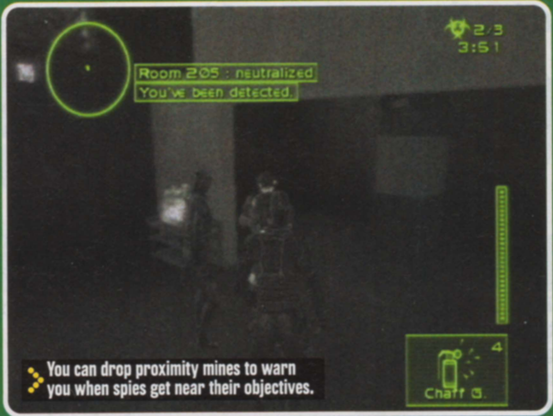
▲ The basic torch is fine, but it tends to give your position away too easily.

▼ Motion Tracking can spot spies – but only if they're moving fast enough.

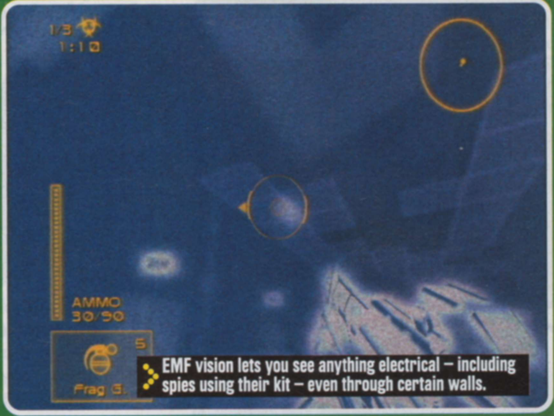


▼ The laser-sight's handy, and warns you if you've got friendlies in the sights.





You can drop proximity mines to warn you when spies get near their objectives.



EMF vision lets you see anything electrical – including spies using their kit – even through certain walls.

I SPY

The multiplayer missions are brilliant. It's as simple as that. You play as Shadownet spies, who have to disarm or hack certain objectives, or Argus mercenaries – who have to kill the spies. Mercs are easier, but spies are more fun – with no lethal weapons, they can only strangle the mercs or stun them with tasers. Spies can clamber up to places mercs can't, but mercs' vision modes let them shoot through ceilings. Spies get all the Fisher kit – but using it makes them show up on the mercs' vision modes. Because the action's strictly two-on-two, it's whisper-tense. You're facing someone who thinks *just like you*, so they won't leave corners unchecked or forget to look up – new tactics are necessary. For instance, you'll never fool mercs with a sticky-cam – but there's nothing to stop you triggering the gas as you launch it *straight at their face*.

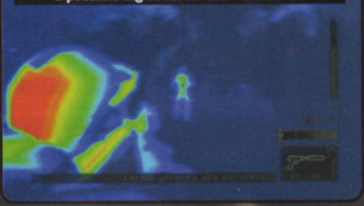
If you're online, you can hardly afford *not* to get *Splinter Cell* – it's one of the most intense co-operative experiences you'll ever have. Otherwise, it's all down to how much you liked the first game – or whether you can put up with that much harassment from Lambert...

Factpack

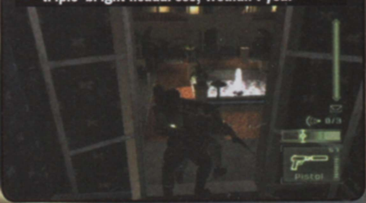
The stuff you need to know...

Single-player levels	7
Locations	5
Online modes	3
Players online	4

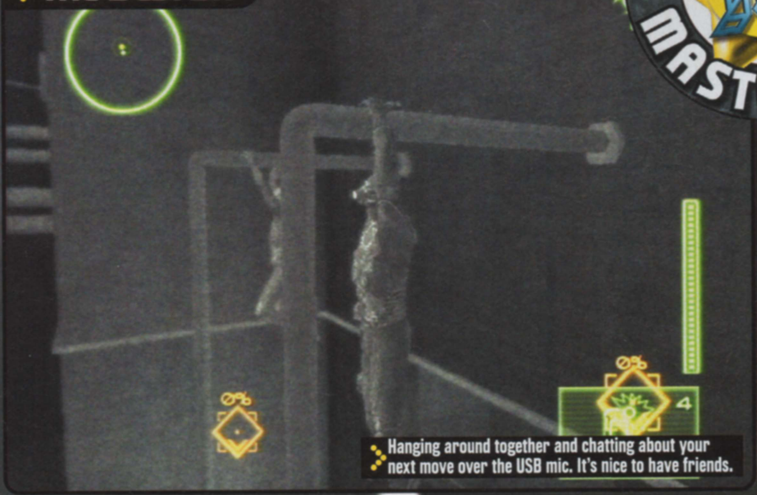
One of the bosses is called Mortified Penguin – a possible dig at *Metal Gear Solid*?



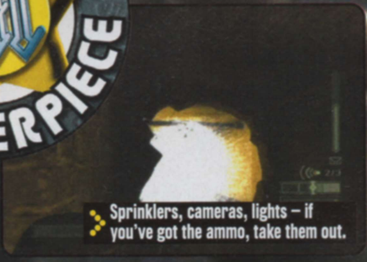
You'd think they'd be on the lookout for Sam's triple-bright headdress, wouldn't you?



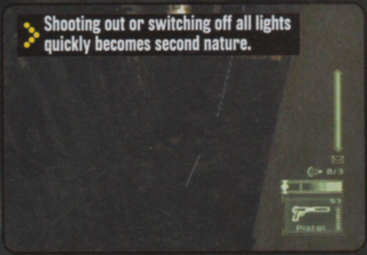
The Best Bit



Hanging around together and chatting about your next move over the USB mic. It's nice to have friends.



Sprinklers, cameras, lights – if you've got the ammo, take them out.



Shooting out or switching off all lights quickly becomes second nature.

Judgement

GRAPHICS Not quite as gorgeous as the Xbox version, but still one of the best-looking games on PS2.

GAMEPLAY Slicker and less linear than the original in solo play, fantastic if you're online.

LIFESPAN The single-player mode's easy, but the multiplayer should keep you going for ages.

This is how stealth should be done. The single-player's more of the same, but co-op sneaking is simply a joy in itself.

Overall

90%

REVIEWER

Jes Bickham

CHECKPOINT REACHED
4/20

YOU GOING AWOL?
5/17

OUT: NOW
FORMAT: PS2
PRICE: £40
DEVELOPER: GUERRILLA
PUBLISHER: EIDOS
SPECIAL FEATURES: NONE
OTHER FORMATS: XB
CALL: 020 86363000
PLAYERS: 1

Good Morning...

Before each mission you can take a pootle around base-camp for some *GTA*-style subgames. The base is the only place you hear those '60s hits.

You can gain 'chits' during missions and then spend them at the base on, er, ladies of the night, among other things.

SHANG-TRI VILLAGE, FEBRUARY 1967

Once you've had enough you can start your mission, bookended by gritty cutscenes with plenty of swearing.

Pleasingly, you'll have to make plentiful use of cover, which makes for some very tense firefights.

▲ Reading about the Vietnam war is one thing, playing it is quite another. *Shellshock* is fun but very unpleasant.

They say **war is hell.** And they're not wrong. *Shellshock* **shows us why...**

Shellshock 'Nam 67

***Shellshock* is a deeply unpleasant game. At times it's downright nasty. The Vietnam war was a particularly horrible conflict and developers Guerrilla have done their best to show you just how grim it was.**

On the very first level you'll witness a Vietcong soldier blow his own head off; soon after you'll see PFC Kowalski callously murder a POW. Your enjoyment of Shellshock is largely dependent on whether you can stomach the reality-aping amorality of the game and some of the people involved in it; it's really not nice.

GRIM REALITY

It's gritty, sure, and very adult, but we have to say it left a bad taste in our mouths. It's disturbing and not terribly enjoyable at times. But disregard the subject matter and you'll find that *Shellshock* is actually a tidy little third-person shooter, if a fairly basic one. What it does well is capture the epic nature of war – computer-controlled teammates swarm around you, explosions detonate on either side, and the gun emplacements rain lead hell down on you.

JUNGLE BOOGIE

The set-pieces here are impressive indeed – early on there's a hugely tense storming of a fort – establishing a cracking atmosphere which is helped by the lovely-looking levels, all green foliage, muddy water and natural beauty. You can almost feel the humidity.

The focus is on constant action, and the game delivers this with aplomb, helped by responsive controls and a healthy array of weaponry. But it's nonetheless fairly straightforward and lacking in depth – though given the spectacle on offer this sometimes ceases to matter.

But the fact remains that this can be a callous little game and, not for the first time, we wonder whether increasing 'realism' in games is always such a good thing.

Softography

These guys have also made...

Tomb Raider: Curse of the Sword	82%
Deathtrap Dungeon	66%
Swagman	58%
Herdy Gerdy	73%
Blood Omen 2	75%

Missionary Man

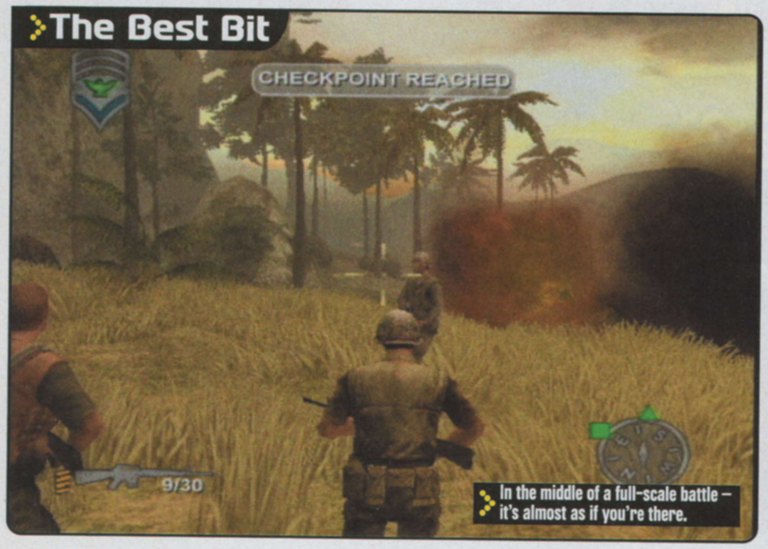
Missions contain objectives ranging from torching haystacks to storming forts and reinforcing stranded platoons.

▲ This is horrible – round up the villagers then slaughter them as they try to escape.

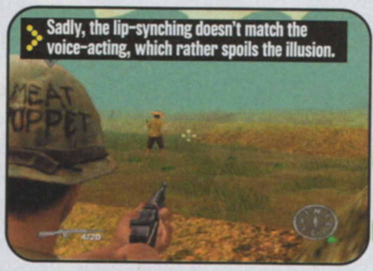
▲ Gun emplacements are best sorted by chucking a grenade in, which is brilliantly executed.

You can only carry one large weapon – like a rifle – at a time, but you can always swap.

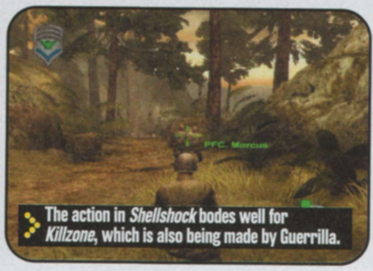
The Best Bit



In the middle of a full-scale battle – it's almost as if you're there.



Sadly, the lip-synching doesn't match the voice-acting, which rather spoils the illusion.



The action in *Shellshock* bodes well for *Killzone*, which is also being made by Guerrilla.

Judgement

GRAPHICS Luscious environments, but the character models can look a little awkward.

GAMEPLAY Simple arcade shooting enlivened by stunning set-piecery and some good action.

LIFESPAN You'll wang through it in a weekend and there's not much incentive to replay it.

Unpleasant and very simple, but capable of some stunning war thrills. Leave your morals at the door and it's good, unclean fun.

Overall

78%

REVIEWER

Jim McCauley

OUT: NOW

FORMAT: .... XB
PRICE: £40
DEVELOPER: .... ZOMBIE
PUBLISHER: .... ATARI
SPECIAL FEATURES: .... XBOX LIVE
OTHER FORMATS: .... NONE
CALL: 020 8222 9700
PLAYERS: 1-16

Move over, Tom Clancy – it's time to forget **looking after your squad** and just mow down bad guys...

Shadow Ops: Red Mercury

Appearances can be mighty deceptive. Take a look at the screenshots and you'll probably come to the same conclusions that we did before we actually started to play *Shadow Ops* – that it's yet another hard-boiled tactical shooter in which you stomp round the world, taking down terrorists while on the trail of some super bad guy in possession of an apocalyptic uber-weapon.

SHADOW WARRIOR

Easy mistake to make. *Shadow Ops* sets you up as a rock-hard Special Forces type, out to stop an evil super-villain from detonating an ultra-devastating red mercury bomb. And yes, the chase takes you all round the world with stacks of bad guys in your way just waiting to be shot to bits. Ah, but here's the thing – it's not a tactical shooter. Looks like one, but it ain't.

Strangely, *Shadow Ops* plays a lot like an old-school shoot-'em-up that's been magically transformed by some gaming fairy godmother into a first-person shooter. It had us shouting at it during the first couple of levels because we were trying to play it tactically, and then we realised that the bad guys were in set places and that what we had to do was remember where they were going to pop up and play accordingly.

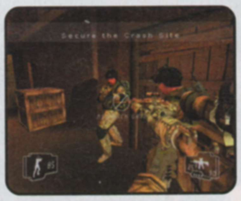
BLOCKBUSTER

In fact, it's like a big action movie with you as the lead character and explosions to match. Forget about realism (although you can get shot to bits terribly easily if your concentration slips) and don't worry about looking out for other squad members. Just make the most of a terribly forgiving auto-aim that enables some fantastic kill frenzies and follow the fairly rigid route through each mission, remembering where each bad guy popped up. Because you will get killed at some point and have to do it over again.

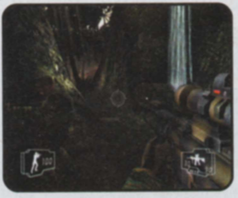
The difficulty can be a touch high at times and there aren't any save points in the missions, which can be a pain when you get most of the way then get killed. But it's gung-ho Hollywood fun with added Xbox Live larks and plenty of bangs for your bucks – just don't expect *Rainbow Six*-style depth.

Rough Guide

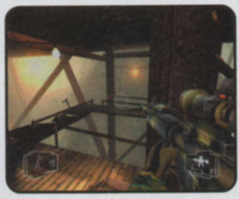
It wouldn't be a proper shooting game if you didn't get to travel the world, killing a variety of interesting foreigners on the way, now would it?



You start off in the Middle East where, surprisingly, you're just catching up with the top bad guy. Confused?



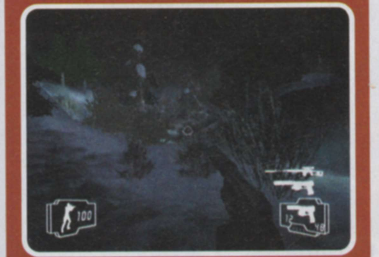
Don't be – he gets away then it's flashback to 72 hours earlier, in Africa. Lovely jungle scenery, no?



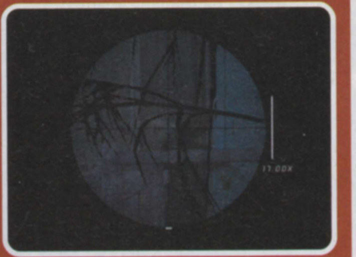
This rickety old bridge doesn't look very safe, does it? Let's make it even less safe. With some charges.

Cold War

After Africa you get interrupted by the CIA and whisked off to Russia where there are rumours of red mercury and bad guys and bombs. Time for a few *GoldenEye*-style moments in the snow? Why, we don't mind if we do!

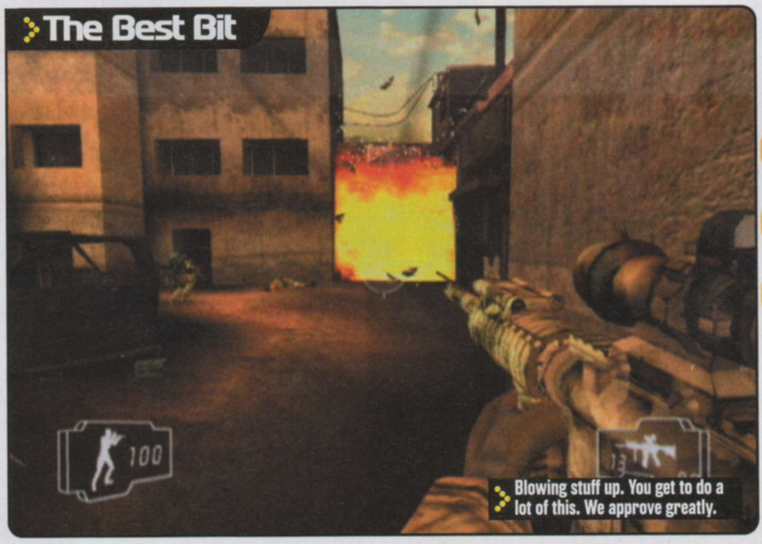


▲ Stealth is of the essence here, so it's silencers on your pistol and, in case you hadn't guessed...

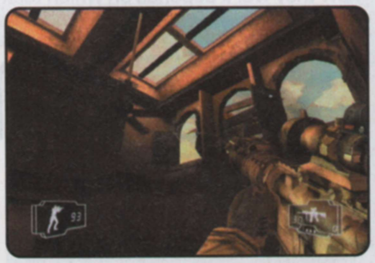


▲ Lots of fun with sniper rifles! Remembering, naturally, to always go for the head shot.

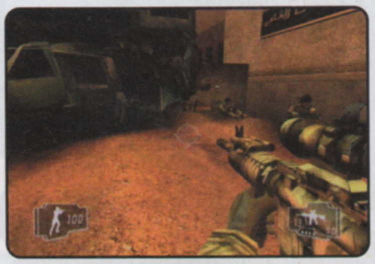
The Best Bit



Blowing stuff up. You get to do a lot of this. We approve greatly.



▲ Those sneaky terrorists turn up in all sorts of places. Keep an eye out for them.

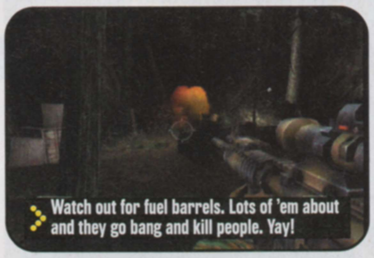


▲ You wouldn't catch us sitting around that close to a smouldering helicopter, y'know. You can never tell what's going to happen...

Softography

These guys have also made...

Ecks vs Sever	84%
Delta Force: Task Force Dagger	N/A
SSX Snowdreams	N/A
Super Bubble Pop	63%
Spec Ops	N/A



Watch out for fuel barrels. Lots of 'em about and they go bang and kill people. Yay!

Judgement

GRAPHICS Good and detailed with lovely environments and lots of Hollywood-style explosions.

GAMEPLAY Looks tactical but it ain't – a nice cross between FPS and twitch gameplay. Tough, too.

LIFESPAN Plenty of levels to get through, plus multiplayer hi-jinx through the magic of Live.

Another go at making a shooter that's like an action movie, and *Shadow Ops* carries it off well. Tough at times, but fun.

Overall

83%

REVIEWER

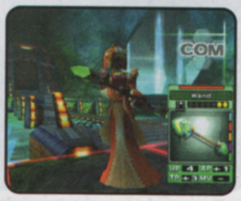
Jes Bickham

1P
Deadeye
Ino'lis
I'm not feeling so well... Be gentle.
COM
VS
Attack First!

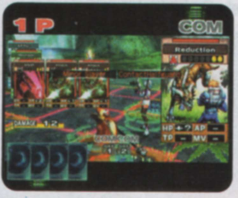
OUT: NOW | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** SEGA | **PUBLISHER:** SEGA | **SPECIAL FEATURES:** MODEM/BROADBAND ADAPTOR | **OTHER FORMATS:** NONE | **CALL:** 020 8995 3399 | **PLAYERS:** 1-4

Deal 'Em!

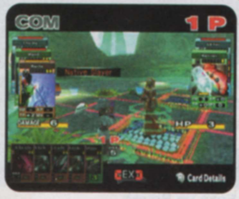
Battles are turn-based in *PSO 3*, and how they work depends on which team you play for, the item-toting Heroside or monster-summoning Arkz.



Heroside send out a lone battler whose power comes from weapons and items. So stock your deck with such things.



Arkz don't use equipment but summon monsters to attack the enemy en masse. This leaves them vulnerable.



Each turn is divided into various phases – learning what cards to use when is the most important initial lesson.

Sega take **GameCube online** for a second time – but it's not quite **what you're expecting...**

Phantasy Star Online 3: C.A.R.D. Revolution

It's well-known that Nintendo don't particularly believe in online gaming, preferring instead to persuade rich people to buy GBAs so they can play *Final Fantasy: Crystal Chronicles*.

But anyone who bought both *Phantasy Star Online* for GameCube and the rarer-than-Dodo-droppings modem or broadband adaptor can attest that getting the Cube online is a beautiful thing indeed. And we've got Sega to thank for that.

CARD SHARP

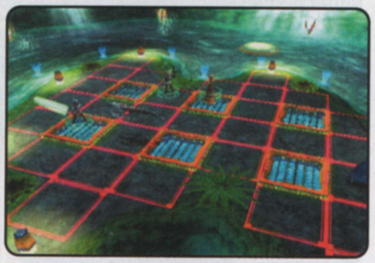
So we were expecting great things from this threequel – but it is, initially at least, a bewildering and complicated left turn into card-game country, jettisoning the sprawling RPG flavour of the previous games for a turn-based strategy template that takes some getting used to.

The game starts off in a familiar enough fashion – it's set 20-odd years after *Episode 2*, sees you creating a character in the time-honoured way, and then you're off exploring in the spaceship Pioneer 2. But then you're thrown in at the deep end – missions are now turn-based battles based on cards. The cards represent weapons, equipment and monsters, and creating a fight-winning deck is at the heart of *PSO 3*. It's unsexy and unfriendly and not what hardened *PSO* players will be after – but it is also immensely strategic and possessed of a tactical depth that can be quite staggering, once you've floundered your way through how the game works. Which, admittedly, will take some time.

TACTIC TOE

But there's a wealth of detail here – from the fact that the two teams you can join play in very different ways (Heroside rely on equipping one character with weapons, Arkz summon monsters to do their fighting for them) to the sheer amount of options available in designing a deck.

Get used to how it plays and there's a lot to love. *Especially* if you can go online, which is where the game comes alive, as the game can become tedious for the lone player. But *PSO 3* will nonetheless remain a curio for most people, despite its hidden charms.



▲ You get three teammates to use, and you'll have to customise their decks depending on what type they are.

Lura
Break? What about him?

▲ We preferred *PSO 1 & 2*, but *3* has its own, different, strengths. If you like card games you'll love it to bits!

Softography

These guys have also made...

Phantasy Star Online: Episodes 1 & 2	90%
Sonic Advance 3	85%
Super Monkey Ball	91%
F-Zero GX	92%
Billy Hatcher and the Giant Egg	88%
Puyo Pop	75%

Get Connected

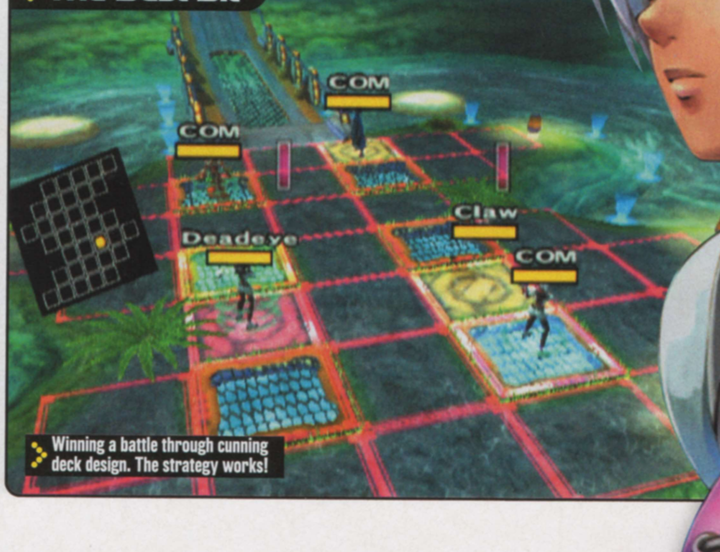
PSO 3 is best online, but you'll need to get hold of a modem or broadband adaptor for your GameCube (the game isn't broadband-only, like Xbox Live). You'll also need a 'Hunter's Licence' – basically a £5 monthly fee.

▲ The good news is, if you've already got a Hunter's Licence you can use that for *PSO 3*. Hurrah!

Thank you for coming, Deadeye.

▲ You can also use the *PSO 1 & 2* lobbies to meet your mates, if you're a *PSO* veteran/fanatic.

The Best Bit



Winning a battle through cunning deck design. The strategy works!

Judgement

GRAPHICS Exactly the same as in *PSO 1 & 2* – clean sci-fi looks, but it's all getting a bit dated.

GAMEPLAY Turn-based strategy and card-game deck-building – deep, complex and very confusing.

LIFESPAN Potentially infinite if you're online, but there's still an awful lot to do offline as well.

An odd sidestep for *Phantasy Star*, but if you like turn-based strategy and can go online, then this could very well steal your life away.

Overall

80%

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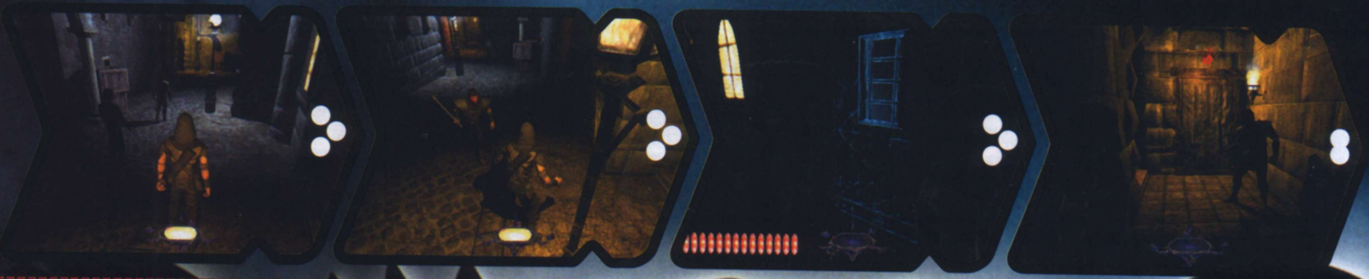
REVIEWER

Jim McCauley



OUT: NOW

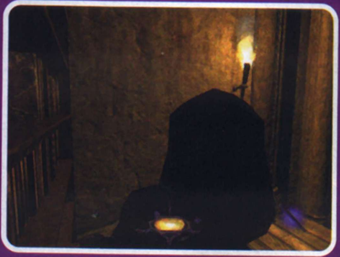
FORMAT: XB
PRICE: £40
DEVELOPER: ION STORM
PUBLISHER: EIDOS
SPECIAL FEATURES: NONE
OTHER FORMATS: PC
CALL: 020 8636 3000
PLAYERS: 1

In which Cliff Richard's **one-time backing band** go on a rampage of **robbery and murder.** Not really...

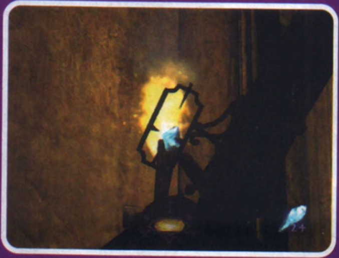
Thief: Deadly Shadows

Flame Off!

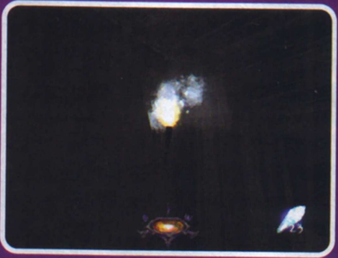
Hiding's all very well, but why make things difficult for yourself? Get tooled up with water arrows, do your thing to the interior lighting and spend less time lurking.



Bright light! Bright light! But there's no need to squeak at it, Mogwai-like. Just turn it off the old-fashioned way.



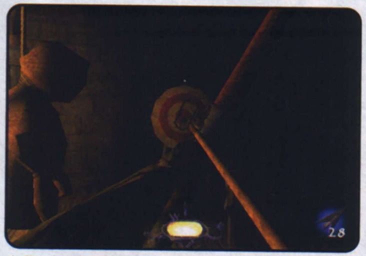
Select your water arrows and sight up. If your aim's a bit rubbish just hang on for a bit and you'll zoom in closer.



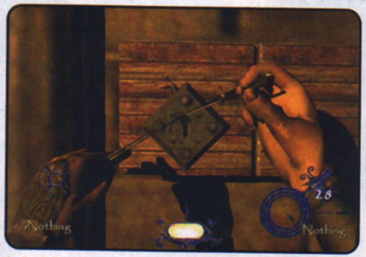
Don't hang on too long though. Just let fly and watch in glee as things get even darker. Then put on a Cure album, maybe.

Home Sweet Home

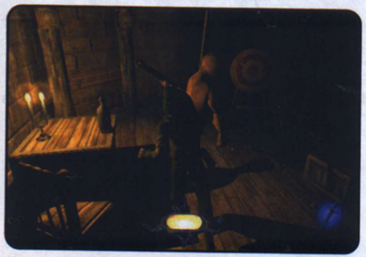
So. What does a top thief like Garrett do when he gets in from work? Well if you really want to know...



He practises his archery with his handy target – you'd think he'd be quite good by now.



And then he practises his lock-picking for a bit. Good job they don't have Yale locks.



And then he practises his knife-work. Lawks. Doesn't he ever go out and have fun? Tsk.

Thief fans! Yes, you. We'll summarise this nice and quickly: Hurrah! New *Thief* game! You'll love it! Yes, there's a third-person view but you can just turn it off. Just go and buy it if you haven't already.

Have they gone? Splendid. We've looked at their messageboards and some of them come off as a bit... obsessive. Nice enough people, but really they ought to try to get out more. Just a thought.

LIGHTS OFF

Then again, *Thief: Deadly Shadows* is pretty well suited to the sunlight-dodging lifestyle. We know this to be true after a few days playing it in a room with a couple of skylights. It's nigh-impossible at times to see where you're going if there's any light coming into the room. We found ourselves scanning the horizon to see if it was going to cloud over so that we could get a quick go in, and got on a lot better once it started to get dark. You'll be wanting the curtains drawn for the duration, which is likely to be a long time.

VISION ON

Once again you're playing as Garrett, master thief and fan of breaking into dark, locked places and nicking stuff. Inconveniently, though, there's a Dark Age on the way and Garrett finds himself the sole defender of the City against an ancient evil force, which he combats with a lot of sneaking, stealthy

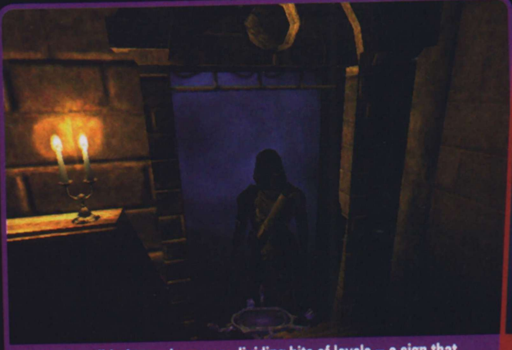
Softography

These guys have also made...

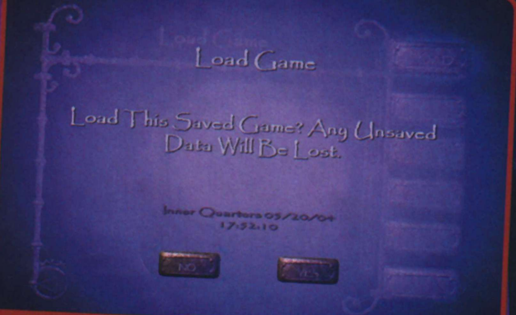
Deus Ex	94%
Deus Ex: Invisible War (PC)	92%
Deus Ex: Invisible War (XB)	90%
Anachronox	80%
Daikatana	55%

Those Petty Annoyances

Far too many things in *Thief: Deadly Shadows* make us wonder if it was perhaps rushed out a bit too quickly for its own good. Such as...



The horrible foggy doorways dividing bits of levels – a sign that you're in for a boring load wait.



Load Game

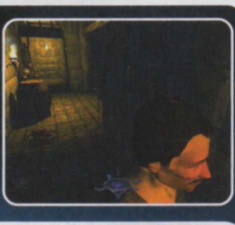
Load This Saved Game? Any Unsaved Data Will Be Lost.

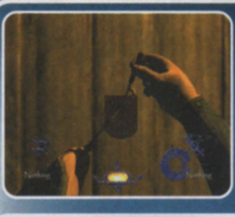
Inner Quarters 05/20/04
17:52:10

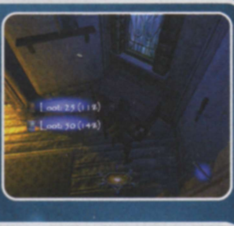
This message. Yes. We're on the title screen. Of course we want to bloody load a game. You idiot.

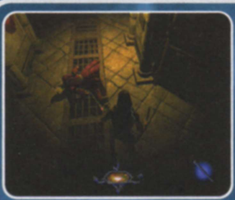
This bit of scenery. Looks innocuous? It isn't. Garrett's now irretrievably stuck. And he may fall out of the level.

The Basics


Hiding! You spend an awful lot of time pinned up against walls just waiting for people to go away.

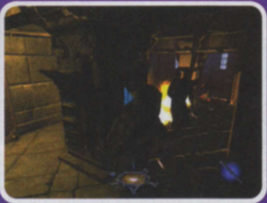

Lockpicking! Making quite splendid use of the Xbox pad's rumble feature, so the PC version loses out slightly.

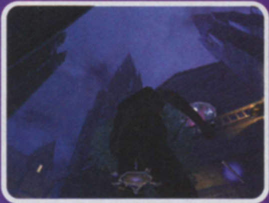

Thieving! Well, obviously. But don't forget to grab as much loot as you can along the way.


Clubbing! You'll soon find out that a swift Blackjack to the back of the head is absolutely essential.

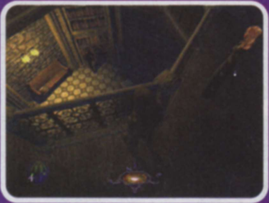
My Kind Of People

The *Thief* world's filled with people belonging to various different factions and you soon find out that you're best off keeping to your own company. Weirdos, the lot of them.

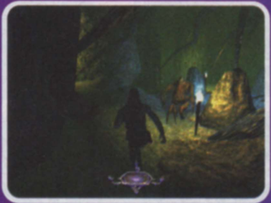

Hammerites – bonkers religious nuts who like machinery and cathedrals.

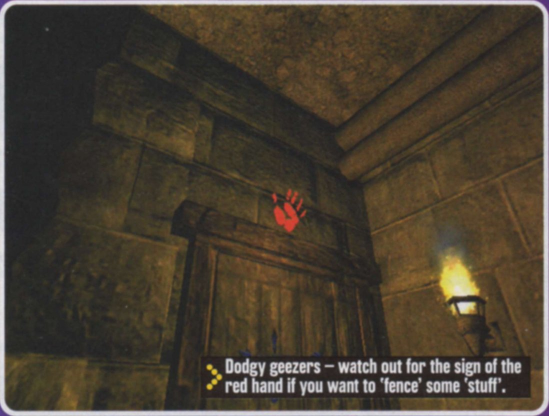

They do make nice cathedrals though, those Hammerites.

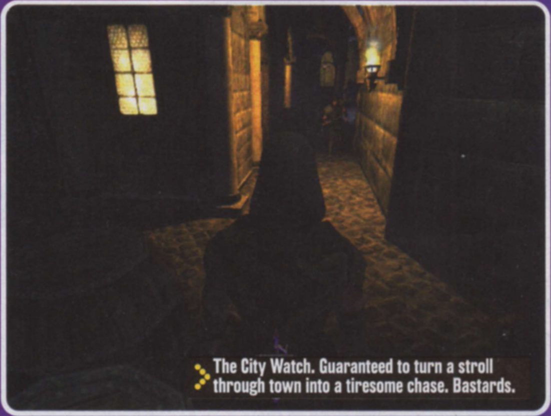
Keepers – bonkers librarians from HELL. Sort of. Garrett used to be one.



Pagans – Gollum-sounding mentalists with really ugly pets.




Dodgy geezers – watch out for the sign of the red hand if you want to 'fence' some 'stuff'.


The City Watch. Guaranteed to turn a stroll through town into a tiresome chase. Bastards.

action and breaking-and-entering. The pace is sedate. Thoughtful. Slow. Speed isn't really of the essence here – it's all standing still, observing and then dashing to the next hiding place, with the occasional stop-off to club someone over the back of the head. Hey – it's a waiting game!

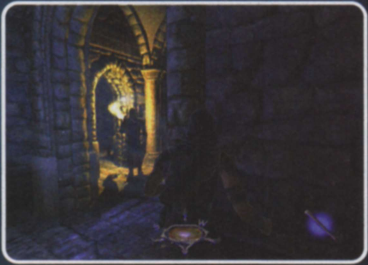
All the standing around at least gives you time to take in the graphics – assuming you can see them. The real-time lighting and shadows look fantastic and there's plenty of detail to gaze upon, but you pay for it with a frame rate that is mostly adequate but suffers at times. That's not as much an issue as you might think – *Thief*'s pedestrian nature means that it doesn't make much impact on the gameplay – but it doesn't look good when it stutters.

> “...Speed isn't of the essence here – it's all standing still, observing and then dashing to the next hiding place...”

BOOT IN

That's one of a few things about *Deadly Shadows* that makes it feel a bit rushed. See also the ugly-as-sin menus, the fact that it asks you whether you're sure you want to load a game *when you're at the title screen and obviously you want to load a game*, the lack of auto-saves resulting in potentially loads of lost progress should you forget to save for a while then get killed, the fact that we managed to fall through the landscape once, the phoned-in voice acting... you get the feeling that it really needs a bit more work.

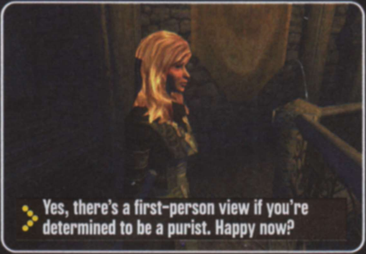
If you're a fan of heavy-duty fantasy stuff, none of this will matter too much because you'll be too busy getting off on the deep and dark story and the whole *Thief* world. Many of you, we're sure, will love it. But for the rest of us who can't quite see what all the fuss is about, *Deadly Shadows* isn't the game to enlighten us.

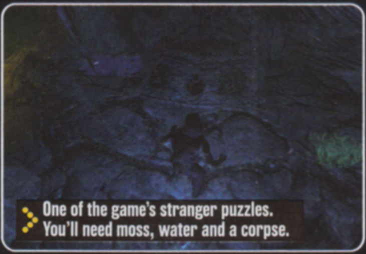

Accursed guards with torches. They're a little trickier to hide from, obviously.

Factpack

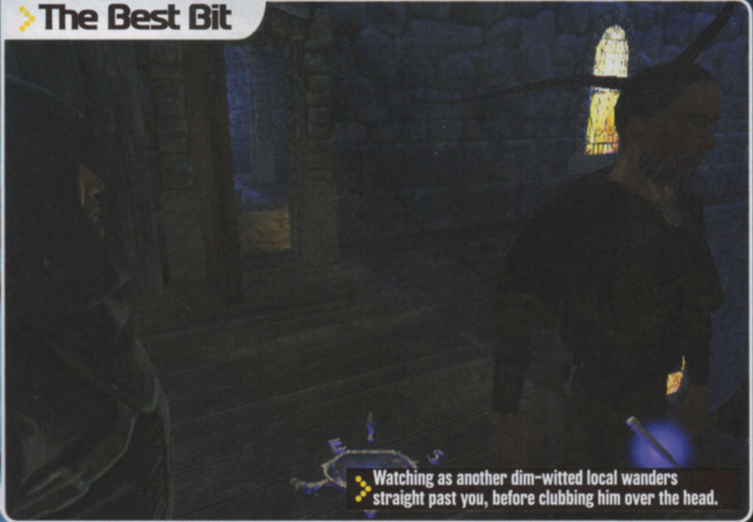
The stuff you need to know...

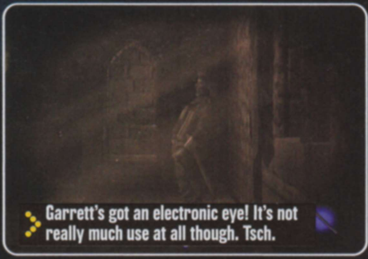
Dark corners	Plenty
Spooky factions	2
Arrow types	5
Brightness level	0.1

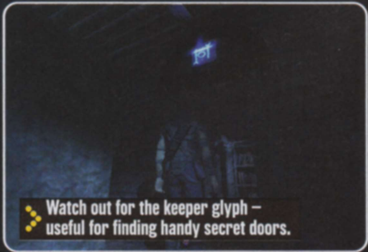

Yes, there's a first-person view if you're determined to be a purist. Happy now?


One of the game's stranger puzzles. You'll need moss, water and a corpse.

The Best Bit


Watching as another dim-witted local wanders straight past you, before clubbing him over the head.


Garrett's got an electronic eye! It's not really much use at all though. Tsch.


Watch out for the keeper glyph – useful for finding handy secret doors.

Judgement

GRAPHICS Top lighting effects, but the frame rate suffers and it's all ludicrously dark.

GAMEPLAY Hide and sneak with a weighty story and lots of hiding and running away.

LIFESPAN Potentially massive considering how long you spend pinned to a wall, *waiting*...

Breaking and entering should be a lot more fun than this. It's deep and diverting enough, but full of little annoyances.

Overall

74%

REVIEWER

Ryan Butt

Keep Cinderella safe?
Yes
No
✕ Accept
You win!

OUT: NOW
FORMAT: PS2
PRICE: £40
DEVELOPER: LUXOFLUX
PUBLISHER: ACTIVISION
SPECIAL FEATURES: NONE
OTHER FORMATS: XB, GC, PC
CALL: 01753 756100
PLAYERS: 1-4

Indulge in **a spot of four-play** with ogres, animals **and biscuits.** Yes, really…!

Shrek 2

Movie, cartoon, kids – three words that, when used to describe a forthcoming game, usually turn the stomach quicker than a turd-burger washed down with a nice glass of sea water. But then *Shrek* wasn't your everyday kids' film, was it? It had loads of adult humour and shoved Walt Disney's squeaky-clean values up his zipperdee-do-da.

TEAM TIME

In this game, tied into the film's sequel, you control Shrek. Or Princess Fiona. Or Donkey. Or Gingerbread Man, or… well, loads actually. In essence you, or you and three mates, control a party of four (the line-up changes slightly each level) and must use the strengths of each character to help the team conquer the 3D terrain. Shrek is strong and can carry heavy boxes (for other characters to jump on), Donkey can kick trees down to form bridges and Gingerbread Man can throw candy canes to hit gate-opening targets – all useful traits.

Softography

These guys have also made…

True Crime: Streets of LA	74%

MIXING MATCH

Rather than force-feeding you a strict diet of relentless run-and-jump platforming, the game incorporates other popular styles such as *Dancing Stage*-style beat-buttoning, *Herdy Gerdy*-style creature-shepherding, all-out fighting and high-octane chases – it all makes for an enjoyable enough romp… to begin with.

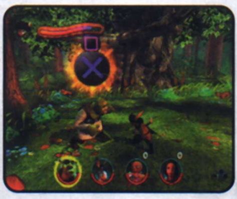
Styles soon get repeated, though, and what seems novel to begin with becomes tedious by the fourth level. Also, when playing alone, the intelligence of the party members not under your control is very suspect. As such they'll wander off and get trapped in scenery or get tonked by enemies unless you show them how to fight back.

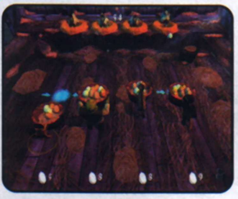
These are fairly minor gripes, though, and shouldn't mar the experience of what is otherwise a decent enough film tie-in – just be sure to leave your brain in a jar by the door and toss your pride out of the window before playing!

Anarchy Arcade

It's not all running, jumping and collecting things. No, *Shrek 2* combines a wealth of styles to bring you a varied mix of mayhem…

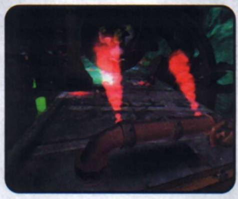
Beat: Use Bemani-style button-bashing to hit the right notes and complete the sequenced attack patterns.

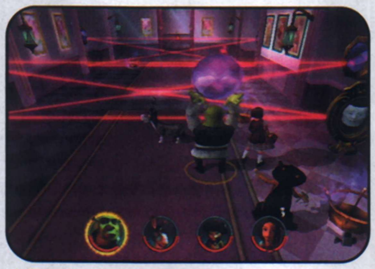




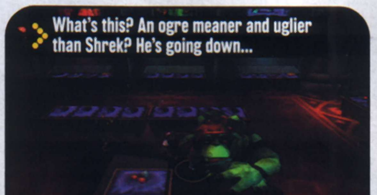
Catch: Move your character backwards and forwards to catch the eggs spewing forth from the backside of chickens…

Run: Chased by the (insert large object here), you must dodge and weave past falling obstacles to escape.





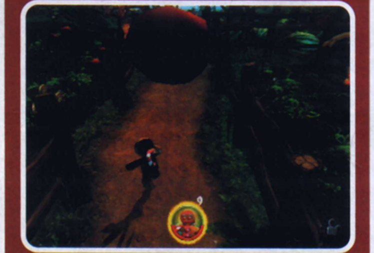
▲ The mirror is on hand to offer useful tips – like how the placing of crystal balls deflects harmful lasers.



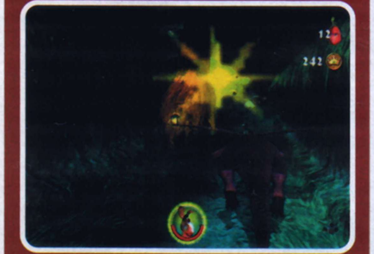
What's this? An ogre meaner and uglier than Shrek? He's going down…

Pure Heroine

As you spend most of the game working as a team, a twist comes at the end of each level when one character must go it alone…



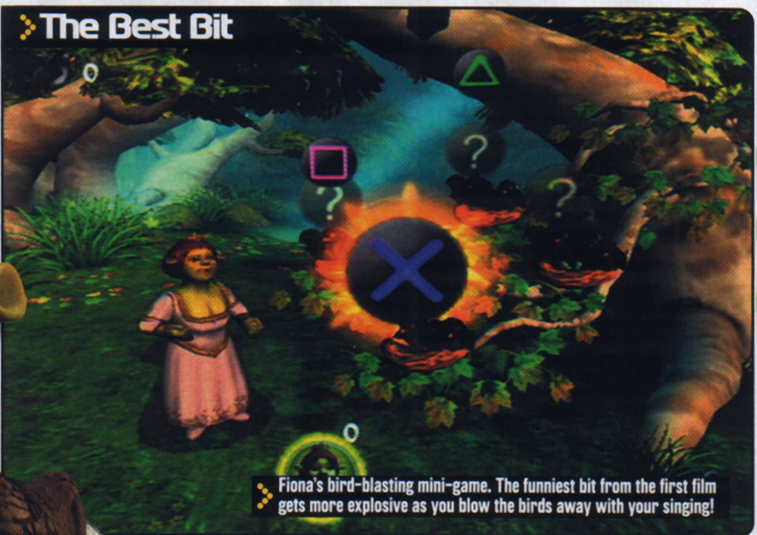
▲ The dough-eyed Gingerbread Man has to dodge giant peaches to reach the top of Jack 'n' Jill's hill.



▲ Ass you like it! Donkey rides atop his dragon to chase down the carriage of the kidnapped Fiona.

Can Li'l Red overcome the Fairy Godmother? We should hope so!

The Best Bit



Fiona's bird-blasting mini-game. The funniest bit from the first film gets more explosive as you blow the birds away with your singing!

Judgement

GRAPHICS Plastered with personality, but the spinning camera might set you heaving.

GAMEPLAY A mix of styles complements the platforming, but it all gets repeated before too long.

LIFESPAN Possible to complete half-heartedly in a day, but perfection will take a lot longer.

There are better platform games that innovate instead of stealing bits from other games, but this is decent brain-dead activity.

Overall

68%

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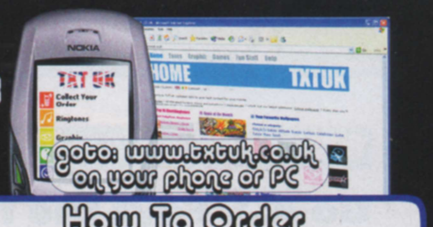

Ringtones

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Polyphonics only £1.50 per tone text MASTER FIRST POLY to 88066

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BESTSELLERS

6663	Eamon	Don't Want You Back
4443	Frankee	F U You Right Back
6718	D12	My Band
9119	Britney Spears	Toxic
9006	DJ Casper	Cha Cha Slide
4435	Usher	Yeah
6789	Britney Spears	Everytime
6603	Anastacia	Left Outside Alone
6666	Christina Milian	Dip It Low
5533	Maroon 5	This Love
4364	Cassidy Ft R Kelly	Hotel
4437	Mcfly	5 Colours In Her Hair
9408	Peter Andre	Mysterious Girl
9563	Mario Winans	Don't Wanna Know
7165	50 Cent	In Da Club
8093	Kelis	Milkshake
8954	Busted	Air Hostess
6454	Christina Aguilera	Dirrty
1206	Abba	Dancing Queen
7497	Black Eyed Peas	Shut Up
0397	Michael Jackson	Billie Jean
8098	XTM	Fly on the Wings of Love
8565	Black Eyed Peas	Where Is..
8889	LMC Vs U2	Take Me To The..
6379	Outkast	Hey Ya
8400	Ultrabeat	Pretty Green Eyes
9120	Black Eyed Peas	Hey Mama
8587	P.I.M.P	50 Cent
6481	Eminem	Lose Yourself
8370	The Darkness	A Thing Called..
1430	Twista	Slow Jamz
5872	Scooter	The Logical Song
0754	Darude	Sandstorm
8063	Sean Paul	I'm Still In Love..
8189	Beyonce Knowles	Crazy In..
8711	Jamelia	Superstar
6505	Avril Lavigne	Sk8ter Boi
8835	50 Cent	Many Men

CHART HITS AND PRE RELEASE

7867	4 4 2	Come On England
1435	50 Cent	If I Can't
7687	Avril Lavigne	My Happy Ending
4357	Avril Lavigne	Don't Tell Me
9276	Beenie Man	Dude
6606	Beyonce Knowles	Naughty Girl
8589	Beyonce Knowles	Baby Boy
8368	Big Brovaz	Baby Boy
9875	Blazin Squad	Revolution
7470	Blink 182	Feeling This
9152	Blink 182	I Miss You
9275	Blue	Breathe Easy
9558	Brandy Ft. Kanye	Talk About..
9876	Busted	3am
9927	Cassius Henry Ft Freeway	The One
7040	Chikinki	Ether Radio
7108	Christina Milian	Love
8568	Dido	White Flag
7582	Eamon	I Love Them Hoes
9247	Enrique Ft Kelis	Not In Love
7021	Ferry Corsten	Its Time
7020	Freestylers	Push Up
7062	Girls Aloud	The Show
7826	Groove Armada	I See You Baby
9928	Ian Van Dahl	Believe
7105	Jamelia	See It In A Boys Eyes
4098	JC Chasez	All Day Long I..
9562	Jurgen Vries	Take My Hand
7014	Kanye West	All Falls Down
4771	Kanye West	Through The Wire
1400	Kelis	Trick Me
6397	Kevin Lyttle	Turn Me On
7106	Mario Winans	So Fine
7779	Marques Houston	Pop That..
7015	Matt Goss	Fly
4253	McFly	Obviously
1432	N*E*R*D	She Wants to Move
1421	Natasha Bedingfield	Single
9924	Outkast	Roses
7605	Paul Van Dyke	Crush
9929	Peter Andre	Insania
4244	Phixx	Wild Boys
9925	R Kelly	Happy People
7018	Robert Palmer	Addictions
7794	Sean Paul	Get Busy
7773	Snow Patrol	Spitting Games
4440	Sugababes	In The Middle
7590	The Black Eyed Peas	Lets Get..
9278	The Darkness	Love Is Only A..
7001	The Farm	All Together Now
9923	The Loose Cannons	I Like It..
6785	The Streets	Fit But You Know It
7775	The Streets	Dry Your Eyes
7019	Twisted X	Born In England
9013	UD Project	Saturday Night
9596	Usher	Burn

TXTUK RECOMMENDED

1206	Abba	Dancing Queen
0744	ATB	9 pm (Till I Come)
6505	Avril Lavigne	Sk8ter Boi
0296	Bonjovi	Living On A Prayer
0754	Darude	Sandstorm
1272	Deep Purple	Smoke On The Water
0616	Delirium	Silence
1226	Elvis Presley	Suspicious Minds
0621	Faithless	Insomnia
1275	Guns and Roses	Sweet Child..
0544	Guns And Roses	Paradise City
1068	Ian Van Dahl	Castles In The Sky
4154	Marilyn Manson	Tainted Love
0397	Michael Jackson	Billie Jean
8021	New Order	Blue Monday
4028	P P K	resurrection
0208	Robert Miles	Children
5872	Scooter	The Logical Song

TV & FILM THEMES

0783	TV & Film	Big Brother
5150	TV & Film	Phoenix Nights
0022	TV & Film	Benny Hill
1575	TV & Film	Only Fools and Horses
0785	TV & Film	Buffy Vampire Slayer
1481	TV & Film	Eastenders
1284	TV & Film	Fraggle Rock
1573	TV & Film	Itchy and Scratchy
0083	TV & Film	Rhubarb And Custard
0076	TV & Film	The Muppets
6058	TV & Film	Sex and The City
1564	TV & Film	Friends
1482	TV & Film	Ghost Busters
1285	TV & Film	Happy Days
4064	TV & Film	Harry Potter
1483	TV & Film	James Bond
1486	TV & Film	Knight Rider
0237	TV & Film	Looney Tunes
1286	TV & Film	Mission Impossible
0087	TV & Film	Scooby Doo
0091	TV & Film	The Simpsons
0108	TV & Film	X Files
0865	TV & Film	Dirty Dancing
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Saturday Night Classics

8245	The Streets	Don't Mug Yourself
7901	P Diddy	Bad Boys for Life
8430	Bizarre Inc	Playing with Knives
8432	Mondays	24 Hour Party People
8434	The Ones	Absolutely Flawless
6184	Oakenfold	Starry Eyed Surprise
5962	Nelly	Hot in Herre
4080	Puretone	Addicted to Bass
8436	Ganja Kru	Super Sharp Shooter
4027	Beddingfield	Gotta Get Thru This

Dance Classics

1424	Chemical Brothers	Hey Baby
1243	Dj Otzi	Hey Baby
0619	Dj Quicksilver	Belissima
0621	Faithless	Insomnia
0758	Faithless	God Is A Dj
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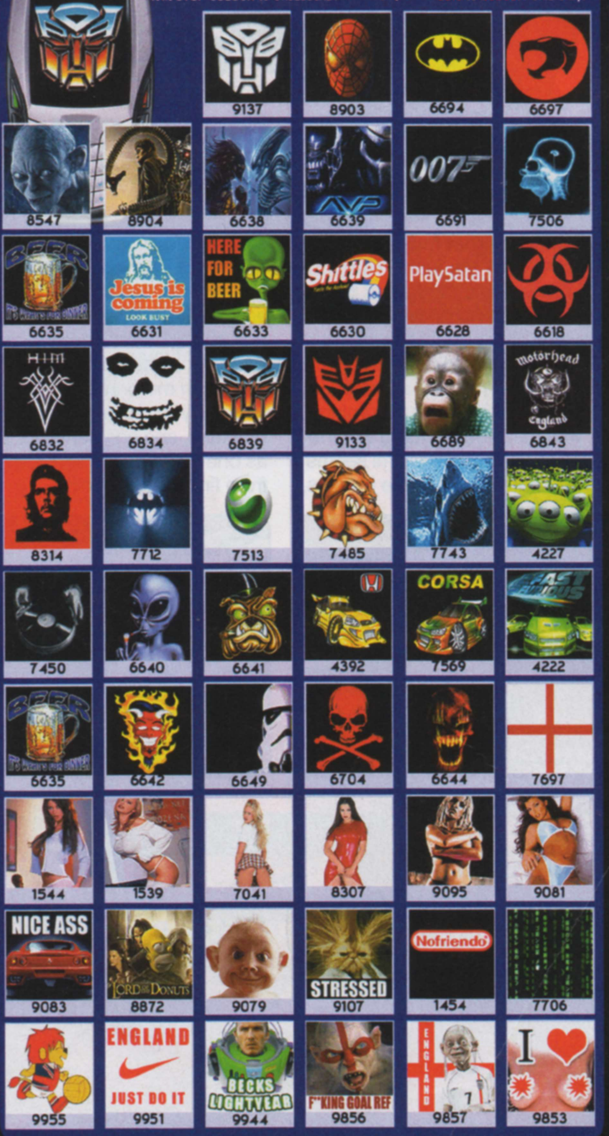

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7450 6640 6641 4392 7569 4222
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SPACE WARRIOR
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Compatible Phones: Nokia: 3100, 3200, 3300, 3510i, 3530, 3595, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage, Motorola: A835, C375, E380, V300, V500, V600, V690, Siemens: A60, C60, M55, MC60, S55, S57, SL55, Sony Ericsson: Z1010

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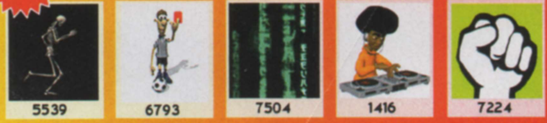

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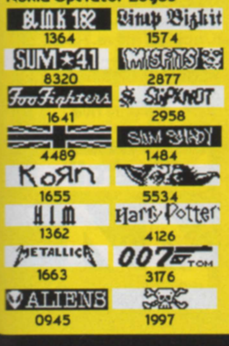
Logos and Pix

Nokia Operator Logos



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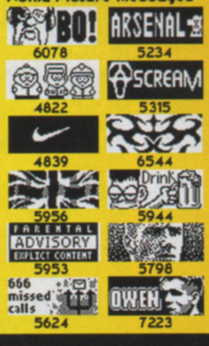
Nokia Picture Messages



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8990 - Leeds
9002 - Celtic
9124 - Real Madrid
8991 - Leicester City
8992 - Manchester City
8994 - Middlesborough
8995 - Newcastle Utd
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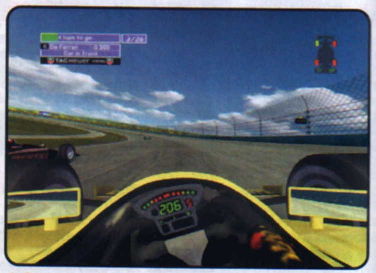
OUT: NOW **FORMAT:** XB **PRICE:** £30 **DEVELOPER:** CODEMASTERS **PUBLISHER:** CODEMASTERS **SPECIAL FEATURES:** XBOX LIVE **OTHER FORMATS:** PS2 **CALL:** 01926 816 044 **PLAYERS:** 1-12

Go A.J. Foyt the fourth! Why do American racing drivers have **such silly names?** What's wrong with Reginald...?

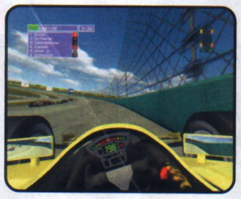
IndyCar Series 2005



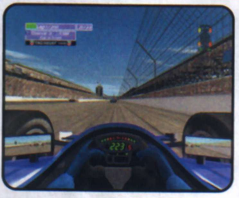
On some of the flatter tracks, you rarely dip below 200mph. And if you do, it's because you're crap.

Off The Wall

The secret is to learn every bend on the Test Run, as even braking at the wrong point could lose you seconds.



Each track is different. Some have really steep, banked bends, and others are flat and boring.

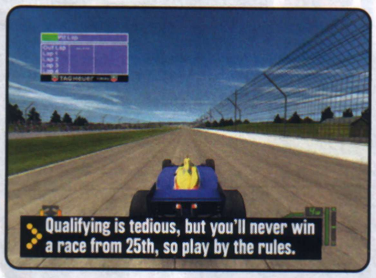


You can do the whole Indy 500, but even fanatics might get bored of turning left by the 163rd lap.

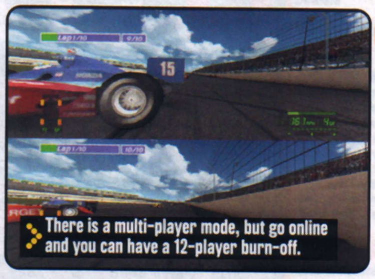
Many say that IndyCar and NASCAR are just driving around in a circle, but that's unfair. You could say that rugby is just 15 fat blokes hugging each other. And you'd be right!

Seriously, though, there is more to *IndyCar Series 2005* than just turning left. If it was that simple, you'd win the series on your first bash. Miami seems easy as you burn around wide corners, but Phoenix, with its tight bends, is a right bitch and if you hit the first wall on the Indy 500, you can forget about winning straight away. That's on Easy.

Although it may bore F1 fans, this perfectly captures the excitement of American motor racing: brilliant for fans, as you can see every crash and overtake, and so intense for the drivers as one mistake can see you go from first to 25th. Grrr!



Qualifying is tedious, but you'll never win a race from 25th, so play by the rules.



There is a multi-player mode, but go online and you can have a 12-player burn-off.

REVIEWER: Tom East

Judgement

GRAPHICS With short tracks, you'd think Codies could have done better. Not as shiny as *Gotham*.

GAMEPLAY Okay, you do just turn left, but this gets right into the intricacies of Indy Car racing.

LIFESPAN If you want to, you can play every race in the series in full, but we wouldn't recommend it.

Not as exciting as some other racers, but provides all the atmosphere of Indy Car and you can't ask for any more than that really.

Overall 71%

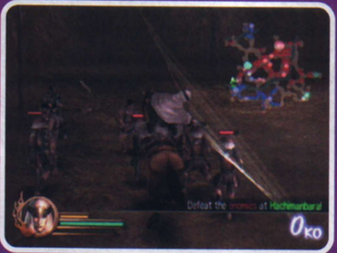
OUT: 18TH JUNE **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** KOEI **PUBLISHER:** EA **SPECIAL FEATURES:** NONE **OTHER FORMATS:** XB **CALL:** 01932 450 000 **PLAYERS:** 1-2

Imagine *Onimusha* with all the **fun and sophistication** beaten out...

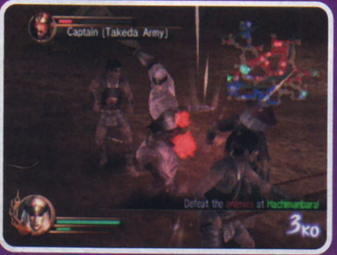
Samurai Warriors

Barmy Army

You're the Rambo of Samurai, taking on a whole army by yourself. You'll give the enemy a good slashing, leaving your army to defend the base while getting on with the more important job of taking the main castle. But while you're gone, your men inevitably get attacked and lose, so maybe your battle tactics leave something to be desired...



You can make your horse jump for a special hoof attack. Wipes out 10 enemies at once.

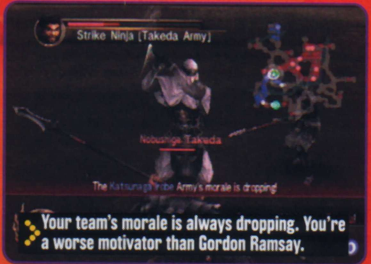


Save up your special moves for the big fat sumo guys. Where are your soldiers when you need them?

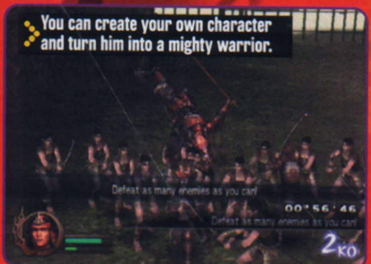
Someone's given your army the worst orders since WW1 generals told their soldiers to walk slowly towards the enemy. At least when the allies popped their heads over the trenches they had a shot, but in *Samurai Warriors*, your men sometimes just stand around getting hacked to pieces. Cheers guys.

Also, they jog about as fast as Rik Waller with heavy shopping, and your horse isn't much faster. So it's down to you to take on a whole army by yourself and the only good news is that it's quite tactical as you have to work out whether to go straight for the base and risk a whipping or take things slowly and risk running out of time.

It's the usual *Dynasty Warriors* thing of bashing one button to hack and slash, before unleashing your special move. But each map is huge and after 40 minutes of bashing ◎, it gets a bit boring. And the action isn't helped by a camera that's dodgier than in one of those 1930s Movietone news reports. It's all a bit knob really.



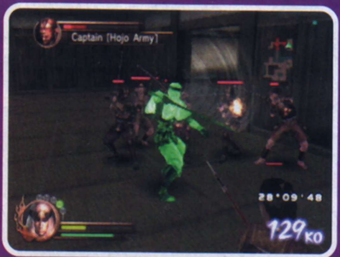
Your team's morale is always dropping. You're a worse motivator than Gordon Ramsay.



You can create your own character and turn him into a mighty warrior.

REVIEWER: Tom East

Jolly Green Giant



Once your green bar is full, unleash a special move and take out everyone in sight. It makes a change from bashing ◎, anyway.

Judgement

GRAPHICS It's all very grey and dull. Not the stuff of an exciting Samurai superstar.

GAMEPLAY You know the drill. Hack, slash, special move. Hack, slash, special move and so on...

LIFESPAN The maps are quite big, but there are only five. And the multi-player modes are crap!

Dynasty Warriors-style slashing, only much worse. With a bit more work on the AI and camera this could have been okay. Maybe.

Overall 44%

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fun,
anyone?
PlayStation 2

REVIEWER

Joel Snape

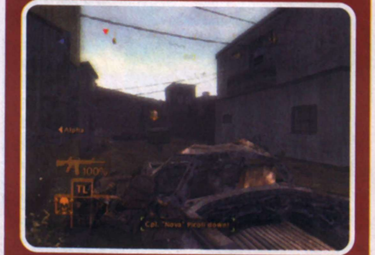
OUT: NOW
FORMAT: XB
PRICE: £40
DEVELOPER: PANDEMIC
PUBLISHER: THQ
SPECIAL FEATURES: ONLINE CO-OP
OTHER FORMATS: PC
CALL: 01483 767656
PLAYERS: 1-2

We've got men down **two klicks from the R.V.** and hostiles **like ants on soda!** Double-time it, Bravo team…!

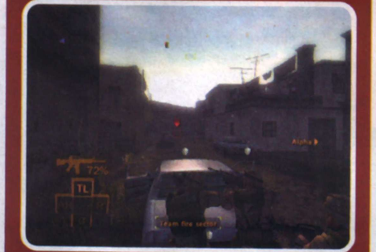
Full Spectrum Warrior

A Single Bound

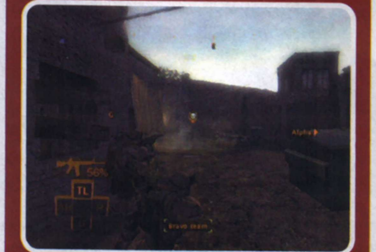
Sprinting is stupid. Sprinting leaves you vulnerable and gets you shot. Nope, for the modern infantry team in a hostile environment, 'bounding' is the only way to go.



▲ First, pick where you want to move to as you usually would – but this time hold down the A button after you've chosen your destination.



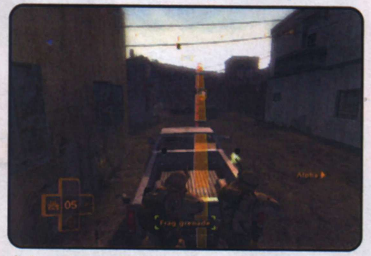
▲ Sweep the targeting reticle across the area that you suspect an ambush might be about to come from…



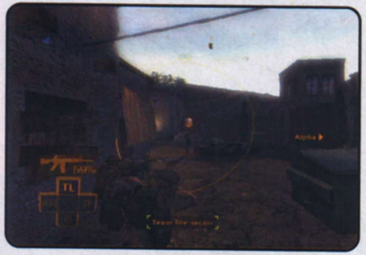
▲ …And voila – the troops fire and cover each other if they advance. You *can* still get shot, but the odds are massively reduced.

Fire In The Hole!

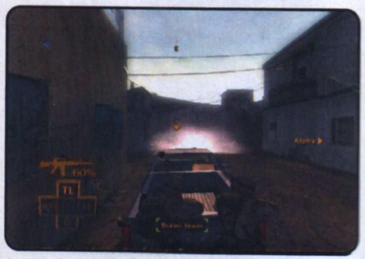
Enemies too well dug-in for your riflemen to cope with? Don't worry – all is not lost.



▲ Grenades are the best option at short range. Accurate and damaging, they'll flush out enemies for easy kills.



▲ If you really can't cover open ground, the grenade launcher's the only option.



▲ And if you get on the commander's good side, he might let you have a go with the airstrike. Kabosh!

Forget mowing down Nazis in a two-minute, full-frontal assault. Forget acceptable casualties. Forget medipacks. Forget everything you've learned from *Medal Of Honor* and games with 'Tom Clancy' in the title. In fact, forget even pulling the trigger. This is *Full Spectrum Warrior*, boy. This is war.

More accurately, this is the game designed by the US army to help train its grunts, where instead of doing the aiming, you give two four-man squads vague firing zones to cover. Even more accurately, it's a *slightly* more civilian-friendly version made for us weekend warriors, stripped of tedious legwork such as securing every last weapon and made a tiny bit easier. Which isn't to say that it's easy. Oh no.

Softography

These guys have also made…

Star Wars Clone Wars 73%

DEAD WEIGHT

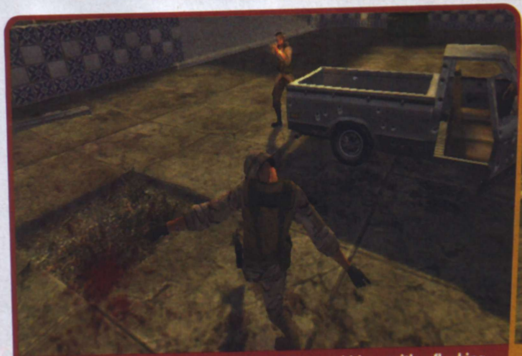
See, in *Full Spectrum Warrior*, if you get shot, you get injured or die. If you die it's game over, and if you get injured someone has to carry you to the nearest evac point – effectively halving your team's firepower. So – just like in real life – it's *very important* that you don't get shot.

CAUGHT SHORT

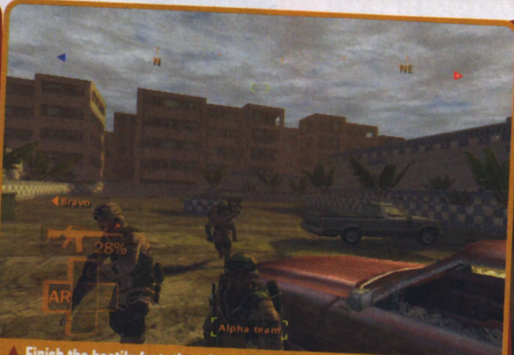
This is achieved by sticking to cover like glue, popping smoke to cross open ground and never moving into unknown terrain without covering fire. It's indescribably tense stuff – get caught in the open and your entire team goes prone, swears a lot and screams for backup, while team two bust hundreds of caps in the general

Man Down!

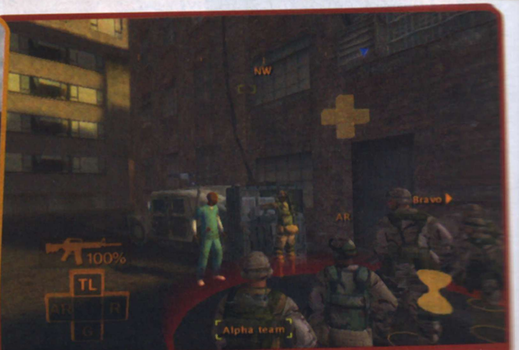
Noooo! Get caught out of cover and one of your team goes down in a flurry of blood, a burst of slow-mo emphasising his gurgles. The mission just got a whole lot tougher, but it's always tempting to try carting him back to the evac point.



▲ Jonniiiieee! One of our team gets a bit too ambitious with a flanking manouvre and cops a hollow-point in the lungs. Erk.

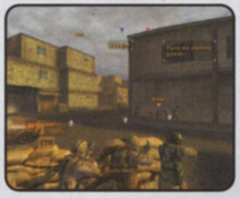


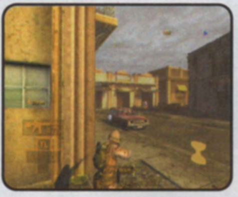
▲ Finish the hostile fast, though, and it needn't be fatal – once you've reached the body, he's safe, even if he slows you down.

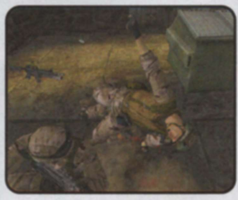


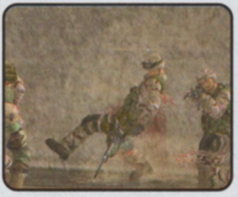
▲ Bravo team's cut in half, but that's no problem for our brave boys. A quick lug back to the Casevac and it's morphine and crumpets all round. Hurrah!

Friendly Fire


All too common in 'hot zones' where it's all kicking off, and one of the many ways to scuff a mission.

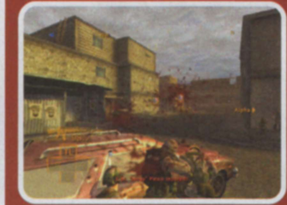

Watch – Alpha team lay down suppression on a machine-gunner, and Bravo team get ready...

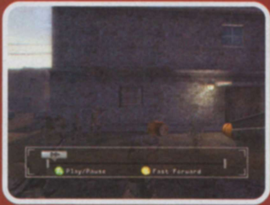

Bravo team sprints for it, but with that many bullets flying around they can't *all* hit the bad guys, can they?


Whoops. The US has zero tolerance for casualties – especially from friendly fire. That's news to us...

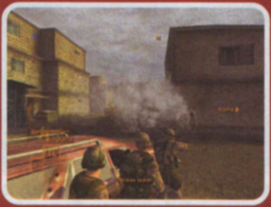
You've Been Tangoed!

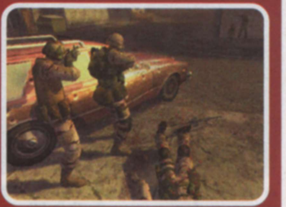
At the army's request, Pandemic have instituted a Replay mode that's slightly different from other games', using the Xbox hard drive. It's perfect for seeing where you've gone wrong.

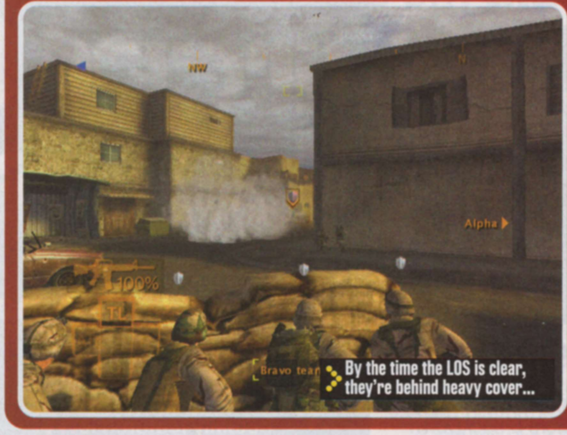

▲ Hmm. Our entire team's been mown down in a blizzard of lead.



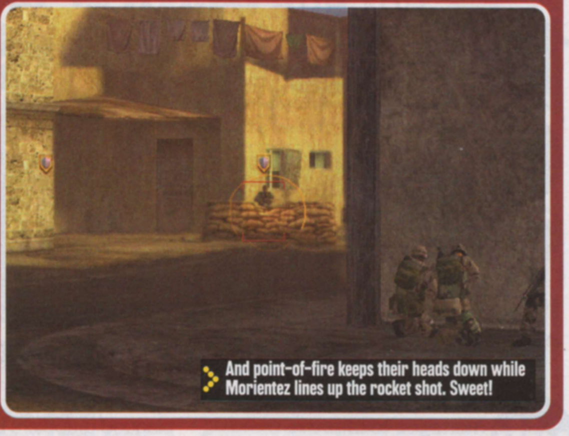
▲ Cue the replay – with hilarious chipmunk voices on fast-forward.

▼ Spinning the camera shows more shooters – so that was the problem.


▼ Hop back in, 'pop smoke' and your team's free to make a dash for it.




By the time the LOS is clear, they're behind heavy cover...


And point-of-fire keeps their heads down while Morientez lines up the rocket shot. Sweet!

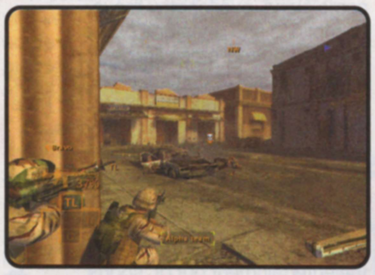
direction of the enemy. Of course, it's possible to lay down a hail of suppressing fire to keep the opposition's heads down, but ammo's limited and hard to come by, and there's *nothing* worse than getting caught short. Because this is such a realistic game, a single enemy represents a huge threat, intelligent enough to retreat and hide – and if he's in serious cover, it could take five minutes' teamwork between two squads to take him down.

> ...it's **tense stuff** – get caught **in the open** and your entire team **goes prone,** swears a lot and **screams for backup...**

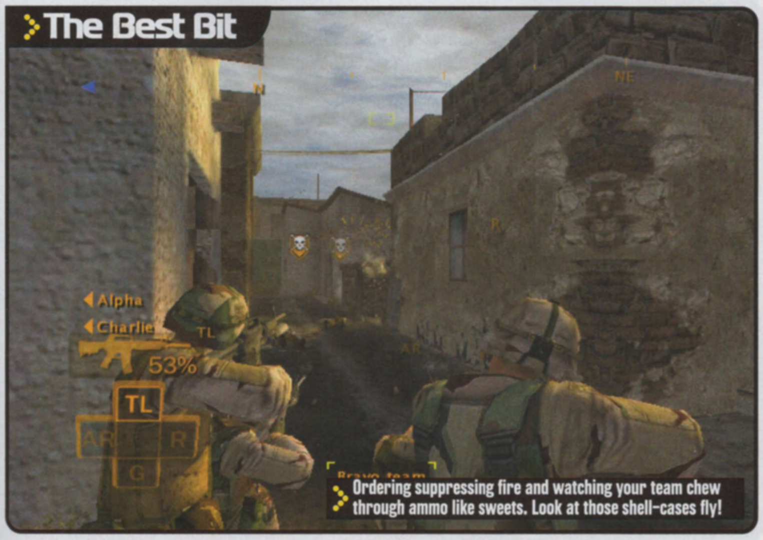
DAY BREAK

The game's beautifully designed, though – a punishingly lengthy tutorial makes flicking between teams and dishing out orders second nature, and dashing from cover to cover an automatic reflex. Safe and methodical's the order of the day, but the game's *just* forgiving enough to let you recover from the occasional tactical clanger. The game's set across a single day in a single town, *Black Hawk Down*-style, so the atmosphere really ramps up – from alley-to-alley fights in the blazing sun to tense night-fights across open ground.

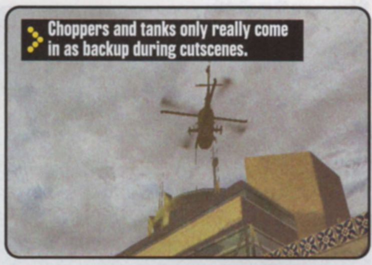
If there's a problem with *Full Spectrum Warrior*, it's that you never *really* cut loose. The realistic setting means you never get any new weapons and don't get much chance to take on tanks – but then, that's what it's like in the army. In fact, our only *real* worry is that it's some sort of sinister brainwashing recruitment tool for the US military. But then, there's no need to worry about that, because a) we're not American and b) even though the game's great fun, *actually* getting shot looks really painful. Forget about signing up – just get one of the best tactical shooters around instead.

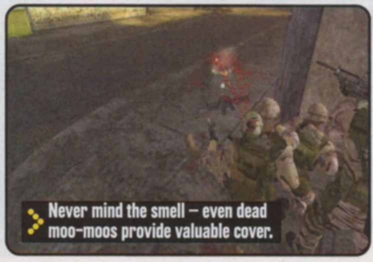

▲ Little icons show you whether the opposition are dead, exposed or covered.

The Best Bit



Ordering suppressing fire and watching your team chew through ammo like sweets. Look at those shell-cases fly!

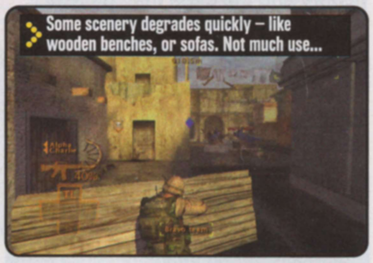

Choppers and tanks only really come in as backup during cutscenes.

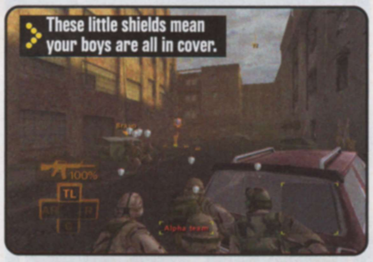

Never mind the smell – even dead moo-moos provide valuable cover.

Factpack

The stuff you need to know...

Levels	12
Men at your command	8–12
Weapons	5
Hours	24


Some scenery degrades quickly – like wooden benches, or sofas. Not much use...


These little shields mean your boys are all in cover.

Judgement

GRAPHICS Grittily realistic, but with just enough HUD detail to make navigation a breeze.

GAMEPLAY Brainy but still fast, tense and fun. Better than being a soldier –you don't get shouted at.

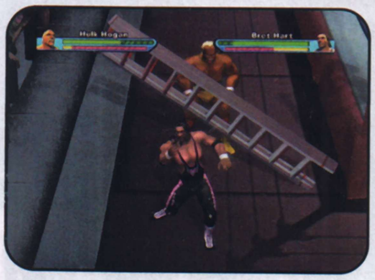
LIFESPAN Tough stuff. At least four days of solid play – and that's before you take it online.

The Xbox's best squad-based shooter where you don't do any shooting. A game for anyone who's ever thought about enlisting.

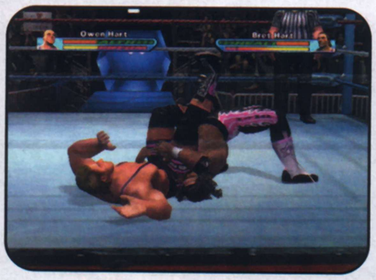
Overall

85%

OUT: NOW **FORMAT:** XB, PS2 **PRICE:** £35 **DEVELOPER:** ACCLAIM **PUBLISHER:** ACCLAIM



▲ Ladder matches are a pain – there aren't nearly as many rung-damage moves as *SmackDown* offers.



▲ Counter-timing needs to be incredibly precise – but the computer manages it all the time.

Legends of Wrestling: Showdown

It's buffed **like Scott Steiner** but flabby in **all the wrong places...**

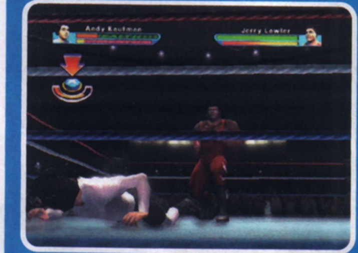
Amazingly, *Showdown* manages to improve on *SmackDown*. Sort of. The chain-wrestling's smoother and has more counters, the commentary puts Michael Cole and Taz to shame, there's a 'Classic' mode that's all about re-writing history and the cage match has a door. Honestly, it's important.

FREAK CONTROL

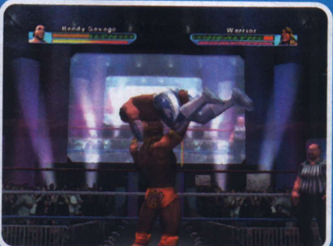
Unfortunately, that's where the goodness stops. *Showdown*'s hindered by the fluffy control imprecision that plagued grapplers before *SmackDown* came along, overlengthy move animations and unnatural pauses between button-press and action ruining the feel of control. Reversals feel ponderous, although the computer nails them flawlessly whenever it fancies. It's easiest to win by picking the one or two moves with the highest success rate, then doing them relentlessly until the special meter's bulging like Scott Steiner's tights. And that sort of takes the entertainment out of 'sports entertainment', doesn't it?

The Main Event

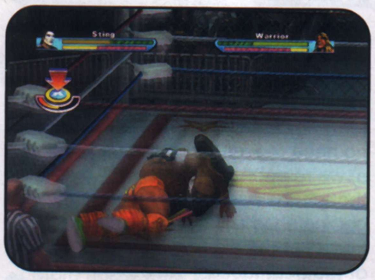
The big addition's Classic mode, featuring matchups between greats like the Ultimate Warrior, Sabu and, um, *Taxi* star Andy Kaufman. Sometimes you have to reverse the 'normal' outcome; at other times you take the 'face' side.



▲ Comedian Kaufman took two piledrivers from Jerry Lawler – as seen in *Man On The Moon*.



▲ Sometimes you have to fight clear of a match-ending submission and win the match.



▲ There's a five-second pause between presenting arse at the cage door and climbing out, which spoils things more than slightly.

Judgement

GRAPHICS Chunky, well-animated wrestlers and nice backdrops. Stylised, not ultra-realistic.

GAMEPLAY Woolly – you need at least a second's run-up before nailing a running move, for instance.

LIFESPAN Lots to do, although the Career mode lacks *SmackDown*'s story-based allure.

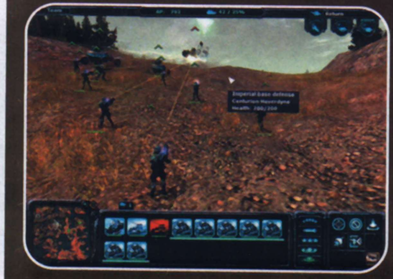
You'd be better off creating all these characters in *SmackDown*'s brilliant CAW mode. Even if it hasn't got a cage door.

Overall

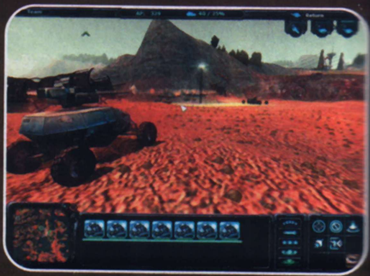
60%

REVIEWER: Joel Snape

OUT: NOW **FORMAT:** PC **PRICE:** £35 **DEVELOPER:** MASSIVE ENTERTAINMENT **PUBLISHER:** VIVENDI UNIVERSAL



▲ More experienced troops are better soldiers, so it's worth getting a medic out to medal-wearers sharpish.



▲ Stocking up on a few long-range units is essential if you want to avoid getting all your troops barbecued.

Ground Control 2: Operation Exodus

War is so much **more fun** when you leave **your cement mixer** behind...

A quick glance at the history books tells us that very few wars have actually featured lots of harvesters, stupidly huge tank-rushes, or knocking out a new suburban housing development every time you want to expand your army, so it's a bit of a mystery where *Command and Conquer* gets its ideas from.

Ground Control 2 takes a more realistic approach, by being rather stingy with the units it gives you and making you work very hard to keep them alive.

PRESSURE POINT

The result is hardly easy, but it is a lot of fun and demands a lot more in the way of tactics than just running at then enemy and opening fire. Even the simplest dash through the beautifully bombed-out scenery has you looking for high ground, hiding in woodland, or sheltering your troops in buildings, and once you've taken an objective there's no guarantee that you'll hold it. It's all very high speed and high stress and actually rather exciting with it.

Unfortunately the game's edge is spoiled by the rather sloppy AI and once you've got the upper hand you can start ordering more troops in and it all starts sliding into tank-rush territory. But even this can be pretty nail-biting and it's all still a cut above the tedium of the old-school RTS.

Judgement

GRAPHICS Wow, the end of the world is *really pretty*. You can zoom in and inspect your army's acne.

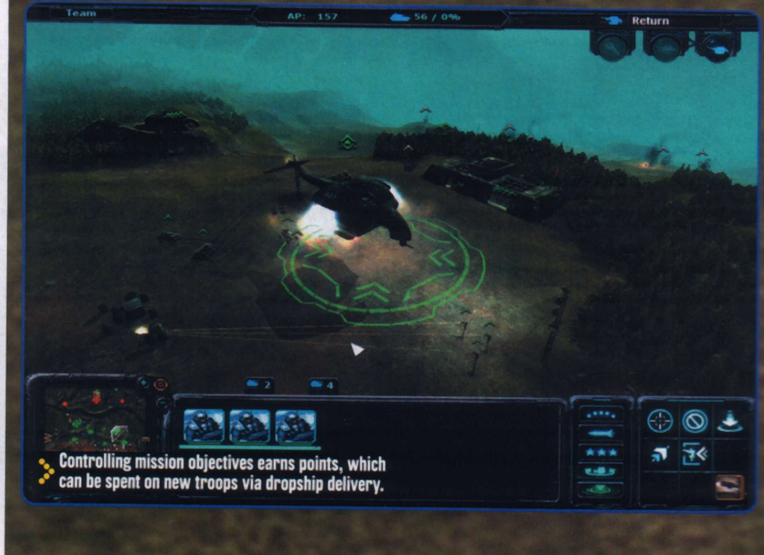
GAMEPLAY Standard clicking, but it's fast-paced and not very forgiving. Don't expect rapid progress.

LIFESPAN Infinite skirmishing and even co-op multiplayer, so you should be here for a while.

Not quite as interesting as it could have been, but a proper test of your military mind and not a grain silo in sight.

Overall

80%



Controlling mission objectives earns points, which can be spent on new troops via dropship delivery.

REVIEWER: Jon Hicks

REVIEWER

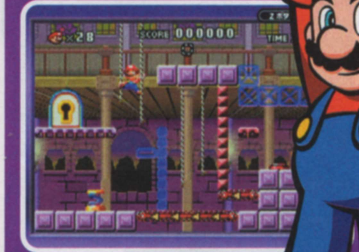
Martin Kitts

OUT: NOW

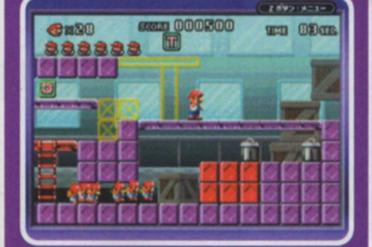
FORMAT: GBA
PRIC £30
DEVELOPER: NSTC
PUBLISHER: NINTENDO
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01932 895390
PLAYERS: 1

Three-Way

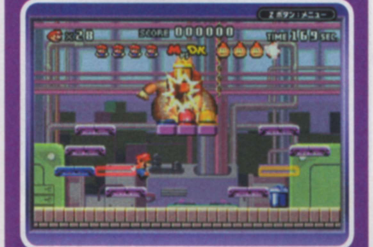
Here's how the three types of level work. First, six levels where you have to collect a toy from a distant platform. Second, a level where you guide the rescued toys through puzzle traps. Third, a scrap with the mighty Donkey Kong himself.



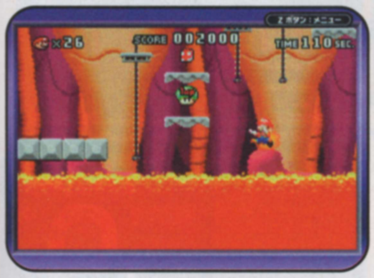
▲ Just get the key over to the door. Easy? Only when you know how...



▲ Now the Mini Marios need to be guided to the toy box. But they can't jump, climb or swing, so how are they going to get there?



▲ Lob some of the barrels thoughtfully provided by Donkey Kong. Will that foolish monkey never learn not to throw them about?



▲ It wouldn't be a Mario game without some flaming lava. It burns just as painfully as it ever did.

The gloves are off, **the fur is flying,** and the **oldest rivalry in gaming** is about to be resumed...

Mario vs. Donkey Kong

It's the best part of a quarter of a century since the arcade classic that introduced us to the two most enduring characters in videogame history, but if there's any company that knows how to keep the world interested in its back catalogue, it's Nintendo.

KILLER GORILLA

Mario and Donkey Kong have gone their separate ways since their 1981 debut, so this is as good a time as any to resume an old rivalry and remind the world exactly who invented this platform-game lark.

Here, the mighty monkey falls foul of our drain-unblocking hero when he steals an entire shipment of Mini Mario toys direct from Mazza's warehouse. Mario has to retrieve the knocked-off merchandise by pursuing Kong through six worlds of Nintendo-themed platform-puzzle heaven.

It certainly isn't typical *Mario* fare – you've got to think your way around some cunning traps and devious puzzles to find the path to a stolen toy at the end of each brief level.

MONKEY MAGIC

When you've collected six Mini Marios, you have to herd them past hazards so they can trundle home like good little robots. With that accomplished, there's a hilarious showdown with Donkey Kong, before he runs away and you get sent to the next world.

It's great fun. You'll complete it a bit sooner than you might like to, but then that's often the mark of a top quality game – it's impossible to turn it off without having one quick look at the next level. And the one after that...

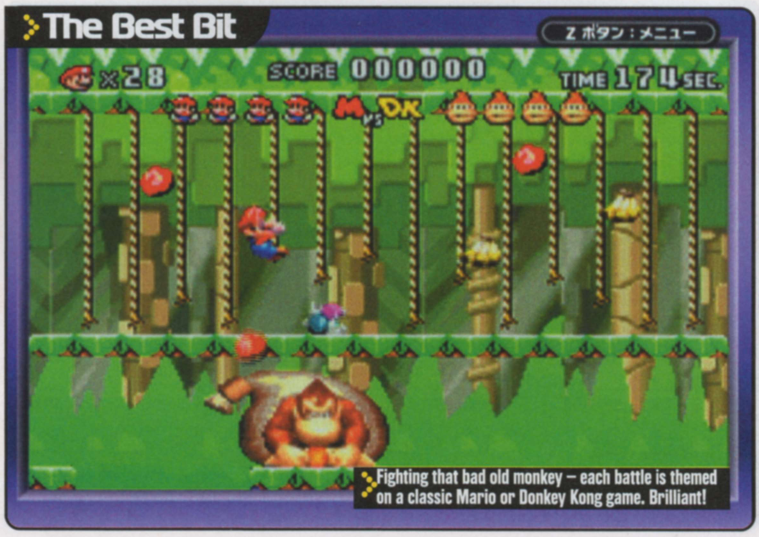
Nintendo nuts will love the humour and references to old favourites. Absolutely everyone will have a whale of a time with this inventive little GBA marvel. Top stuff.

Softography

These guys have also made...

Ridge Racer 64	91%
Wave Race: Blue Storm	90%
1080º Avalanche	90%

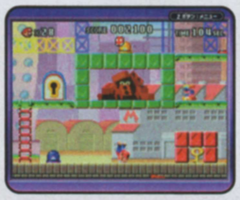
The Best Bit



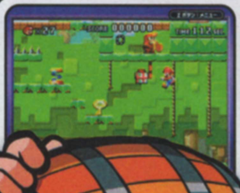
Fighting that bad old monkey – each battle is themed on a classic Mario or Donkey Kong game. Brilliant!

Mario Moves

Mazza has a great range of abilities taken from his big console adventures – handstands, backflips, double-jumps, rope-climbing and loads more.



The handstand move deflects falling objects. You can also do a backflip jump from here. Quite the agile little plumber.



He climbs like a monkey. Use two hands and it's much faster, Mario. This is GBA platforming at its traditional best.

Judgement

GRAPHICS Cute, colourful, pre-rendered characters with an excellent range of animation.

GAMEPLAY Three different types of action-puzzle gameplay in each eight-level world.

LIFESPAN Fairly short, although you can always come back to improve your high scores.

The type of thing that works perfectly on GBA – addictive, pick-up-and-play puzzler filled with Nintendo touches.

Overall

88%

REVIEWER

Joel Snape

GOOD
BAD!!
GOOD

OUT: JULY
FORMAT: PS2
PRICE: £40
DEVELOPER: EUROCOM
PUBLISHER: SONY
SPECIAL FEATURES: DANCE MAT COMPATIBLE
OTHER FORMATS: NONE
CALL: 020 7859 5000
PLAYERS: 1-4

Marks... set... whoops! It might look good **coming out of the blocks,** but it's got its share of **false starts...**

Athens 2004

Ah, the Olympics. More than 1000 men and women from hundreds of countries come together to decide who's the best in the world at any given sport. And now you can recreate it by giving yourself wrist-cramp with a button-hammering game that's barely changed, control-wise, since the days of *Daley Thompson's Decathlon*.

IN CONTROL

That's not *entirely* true, of course. Some events in *Athens* – like the Gymnastic Rings – use the Dualshock's controls to good, fiddly effect. Others have been tailored to work properly with a dance mat – no leg-spreading waddle here. But mostly, it's the same old drill – hit ⊗ and ◎ until lactic acid makes your fingers pop.

EASY DOES IT

The sprint events, then, get tedious in single-player, as do the pole vault, weight-lifting and anything involving throwing. What's worse is that even more complicated events are simplified, so Skeet Shooting's just a case of sticking the cursor over the (fully marked) clay path and timing your shot properly. And, of course, there's the old problem of a lack of variety, even if you *intentionally* do badly – why can't you make the floor gymnasts fall over?

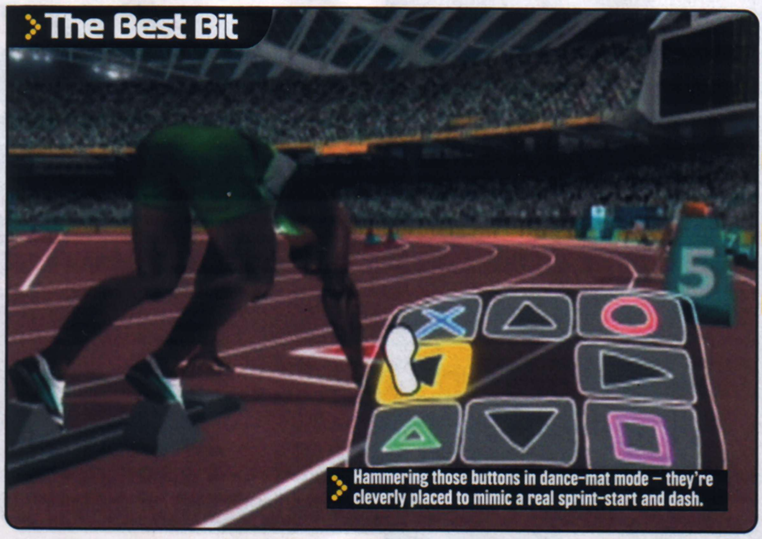
Thanks to the badly-judged difficulty – the 400-metre sprint's practically impossible to place in, but you'll nail the Pole Vault medal first try – *Athens* is only really fun with mates. Even then, you'd probably have a better time making your own version of the Olympics using *DOA Volleyball* and *Fight Night*. Or, of course, you could just get some crisps in and watch the real thing...

Softography

These guys have also made...

Game	Score
World Rally Championship	82%
Crash Team Racing	82%
World Rally Championship Extreme	76%
WRC Arcade	84%
Formula 1 2003	88%
Fire Bugs	78%

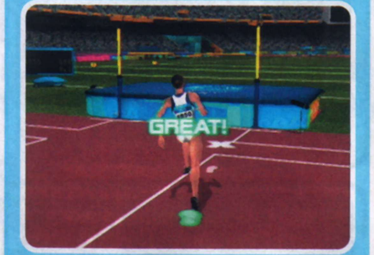
The Best Bit



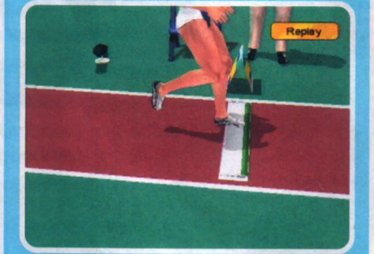
Hammering those buttons in dance-mat mode – they're cleverly placed to mimic a real sprint-start and dash.

Track And Field

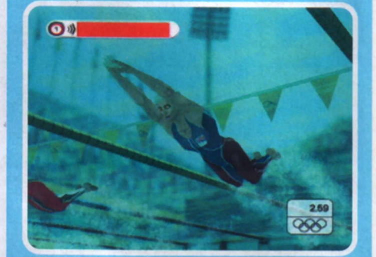
Ah, the essence of all good athletics games – finger-pounding monotony and a good, sturdy controller. Get some blister cream in – lunging and starting right are pretty important, but *Athens* is particularly punishing when it comes to those all-important Decathlon events.



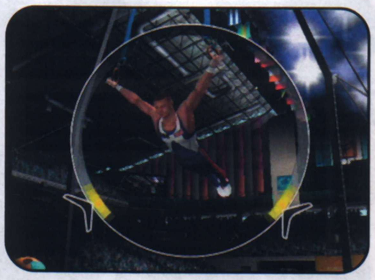
Ah, the high-jump's good. It's all about getting the tempo of your steps sorted, then timing the button-tap to flick your legs over, Fosbury-style.



Hammer the buttons to do a run-up in the triple jump, then time your combo for maximum distance. It's quite tense waiting to see whether it's a foul.



There are four different swimming events – freestyle, backstroke, butterfly and breastroke – but they're all basically the same.

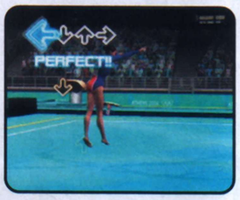


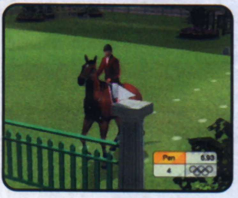
Olympic rings are interesting – you have to build up power, then 'hold' each position. It's actually a bit like picking locks in *Splinter Cell*.

Going For Gold

Once you get out of your singlet and into the more esoteric events, things pick up a bit. Unfortunately, there's no judo, boxing or pistol shooting.

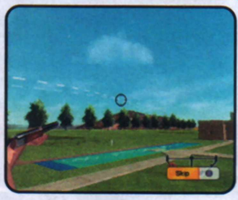
Women's gymnastics involves benami button-matching, but there's no way to properly scuff it.

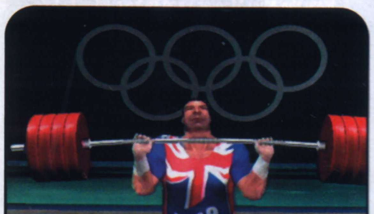




Horse-riding's a bit like the real thing – you don't go all that fast, and your unreliable nag tends to pull up at fences.

Match the little circular thing to the dotted lines, shout 'pull', then waste that clay. It's fish-in-a-barrel stuff.





Unlike in *World Games* on the Speccy, you can't make your 'lifter fall through the stage.

Judgement

GRAPHICS Lovely mo-capped animations, though some of the athlete design's a bit suspect.

GAMEPLAY From insultingly simple to, um, finger-ruiningly simple – it's all about endurance.

LIFESPAN Probably slightly shorter than the Olympics themselves. Too many similar events.

Not awful, just not much fun to play alone – *Athens* is a hit 'n' miss affair. Which is more than you can say for the skeet shooting...

Overall

59%

REVIEWER

Ryan Butt

OUT: NOW
FORMAT: PS2
PRICE: £40
DEVELOPER: WARTHOG
PUBLISHER: SCI
SPECIAL FEATURES: NONE
OTHER FORMATS: PC, XB
CALL: 020 7585 3308
PLAYERS: 1-4

Richard revs up, but unless you **respect his rules** you're gonna get burnt...!

Richard Burns Rally

Some games love you and lead you by the hand on a merry jaunt through all manner of far-fetched escapades, all the time never forgetting that it is just a game.

Other games hate you, punish you and take you to the very depths of despair, challenging you to harness your aggression and beat it, beat it good. *Richard Burns Rally* is such a slave-driver.

CRASH AND BURNS

Racing games, as a rule, encourage blistering pace, yet *RBR* is positively begging you not to go too fast – doing so will result in numerous rolls, smashed windows, doors ripped off and a knackered gearbox. So what do you do? Go to driving school of course.

So proud is *RBR* of its astute driving physics, yet so scared that you'll overlook the finer aspects of the game and toss it aside for being too hard, that it features a comprehensive driving school that thou shalt pass *before* you can even enjoy a few spins around a real rally course or embark on a proper season.

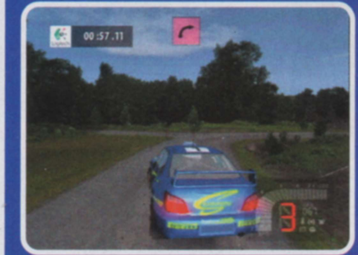
Donning his tweed jacket and specs, Richard Burns acts as your teacher, tutoring you on relatively simple manoeuvres such as handbrake turning and powersliding as well as alternative methods for cornering such as left-hand braking and, our particular fave, the Scandinavian Flick (see Flick Knot). Like your local comprehensive, you'll hate being there but it'll drill home all the skills you need, and it's then up to you to piece them all together on the test track and utilise them effectively once you're let loose on the proper courses.

WELL RALLY

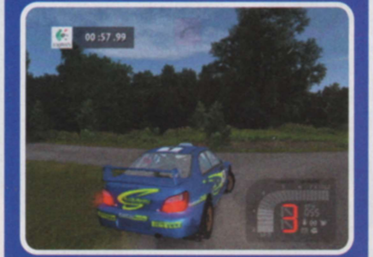
With patience and careful mastering, *RBR* is undoubtedly one of the most finely crafted and exceptional racing games on the market – one that acknowledges and presents the kind of driving delicacies most racing games would wheelspin over – but you really have to put in a great many hours to reap the rewards. And we suspect that, sadly, many just won't be up for the challenge.

Flick Knot

There are many ways to take a corner in *RBR*, most of which involve braking or, at the very least, decelerating. But why ponce around with pedals when a quick flick of the wrist will see you through?



▲ Ease off the gas and approach at about 70mph, then as you hit it, steer quickly away from the apex...



▲ ...Then yank the wheel sharply towards the apex to flip the tail out and face the road ahead.

Watch The Road

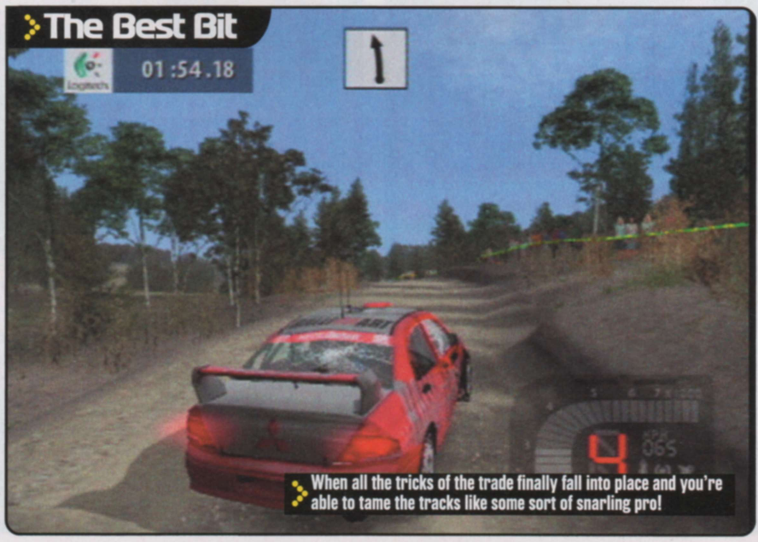
The tracks in *RBR* have all manner of potholes, rocks, puddles and ruts, all of which can send you rolling like a dented hunk of scrap metal.

A straight, stretching as far as the eye can see, you hit 140mph, you're invincible and... aaaargh!

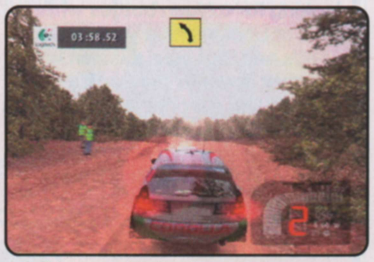
You skim a rut, the back-end starts on an irretrievable slide and the only question is how many cartwheels your car can do.

With the car only slightly more damaged than your pride, you shamefully call on the spectators to turn you over.

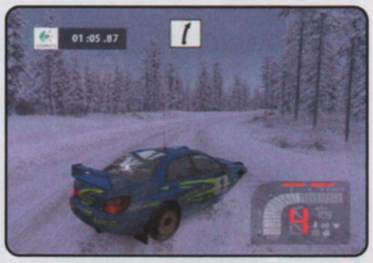
The Best Bit



When all the tricks of the trade finally fall into place and you're able to tame the tracks like some sort of snarling pro!



▲ Such is the graphical brilliance, the sun-glare can catch you unawares when you slam it round a bend.

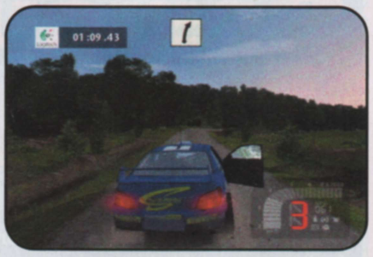


▲ No, not a graphical glitch – you've merely become snared in a snowdrift while powersliding...

Softography

These guys have also made...

Rally Championship	60%
The Italian Job	56%
Rally Championship (GC)	76%



▲ Your cars get bashed and bruised according to your crashes, with bits of twisted metal hanging off...

Judgement

GRAPHICS Hardly tongue-unravelling, but strong enough – you dare not take your eyes off the road.

GAMEPLAY Hard and long-winded to get into, but stunningly accomplished once you do.

LIFESPAN Just getting through school takes long enough but the pleasure thereafter is infinite.

One of the greatest rally games of all time, but the amount of pain you have to endure will leave many browned off.

Overall

88%

HANDHELD HEAVEN

Pocket to 'em! Four more GBA games head to the Garden of Our Lord. What, you mean they're not actually reviewed in heaven?

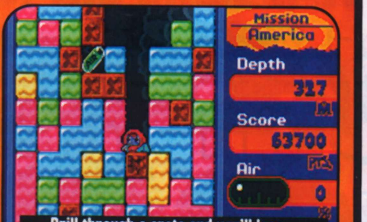
DEVELOPER/PUBLISHER: ATARI **PLAYERS:** 1-2

Mr Driller 2

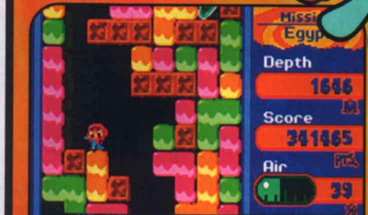
You're struggling for breath, looking for oxygen bottles while tons of bricks fall on your head. That's bad, but your mission is to dig right down to the Earth's core. Sounds like a worse job than being a Canadian car park attendant.

Still our old mate Mr Driller is used to this lark. Maybe it's the excitement because this, along with *Typing of the Dead* on PC, is one of the most stressful games ever. It's a fist-banging, GBA-chucking belter of a puzzle game. You can take it slow, stroking your chin, working out exactly which block is going to crush you, but then you'll nearly be out of oxygen and it's a mad rush down to the nearest bottle as bricks tumble around you.

With three decent-sized levels of block-dropping thrills and multi-player options, this is up there with *Tetris* as the best handheld puzzler ever and the only criticism is that it's pretty much the same old *Mr Driller*.



Drill through a crate and you'll lose more oxygen, for some reason.



When lots of identical blocks fall into each other they'll explode.

Great if you haven't got the first one. **89%**

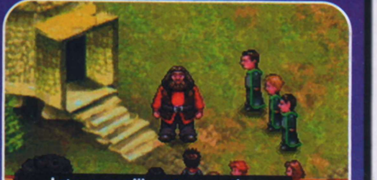
DEVELOPER/PUBLISHER EA **PLAYERS:** 1

Harry Potter & The Prisoner of Azkaban

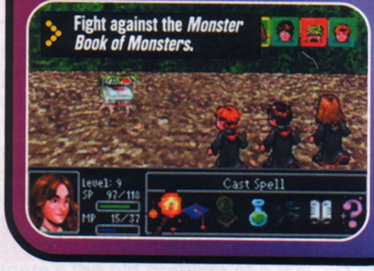
For the first time on GBA, Potter's gone all RPG on us. Before, the boy wizard's games were all simple isometric adventures, with Harry unleashing his Flipendos on rats (and of course irritatingly shouting "Flipendo" each time).

This is more like a better-looking version of the old GBC *Potters* as Harry patrols Hogwarts, getting into battles with rats, knights and the hardest of the lot, Malfoy's obese mates – Crabbe and Goyle. Like the GBC version, there are no random battles. Instead blue blobs float along corridors and you can avoid them to skip battles, but if you want to build up your points, it's worth a scrap.

Like in the PS2 adventure, you get to play as Harry, Hermione and Ron and they can all use different skills to help each other out. Good fun, but it's all a bit too kid-friendly and it can't compete with grown-up Advance RPGs like *Golden Sun*.



Later on you'll get to scrap those Slytherin gits Crabbe and Goyle.



Fight against the *Monster Book of Monsters.*

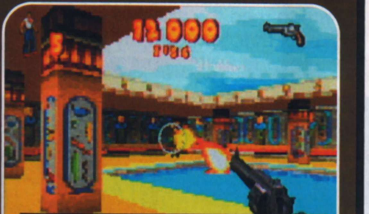
Great-looking, but a bit fluffy and easy. **71%**

DEVELOPER/PUBLISHER: TAKE 2 **PLAYERS:** 1

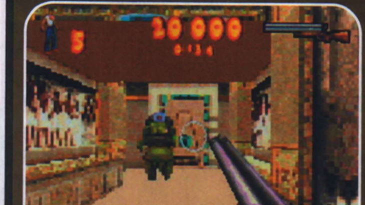
Serious Sam Advance

Despite its name this has never been a serious shooter, as Sam takes on hundreds of enemies with a weapons factory strapped to his back.

And it's one man against the world on GBA as the monsters pile in from the off, bashing into you and shooting fireballs at your face. *Serious Sam Advance* is nearly as intense as its big bro on PC, but it looks absolutely appalling. Okay, a 3D shooter on Advance is never going to be a stunner, but this is ugly and blocky and the enemies have no character. Even worse is the aiming. It's impossible to move your sight without it flying half way across the screen, completely missing the blob of minging pixels you're trying to gun down. It's almost better to get your chainsaw out and just hope that you'll whack them before they unleash the fireballs. Even then, you'll have to see blood pixels from 1983. Crap.



You can't really shoot from a distance, so wait till your face gets chewed off!



Looks like Shrek has escaped from those screens and turned up in *Serious Sam.*

A truly painful shooter. **34%**

DEVELOPER: VICARIOUS **PUBLISHER:** ACTIVISION **PLAYERS:** 1

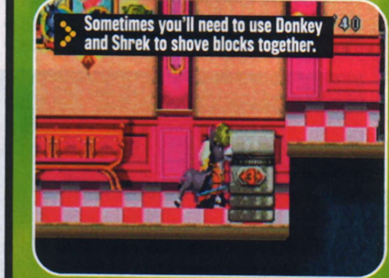
Shrek 2

The world is full of great partnerships. Shearer and Owen, Morecambe and Wise and Chas and Dave. Now you can add Shrek and Donkey to that list.

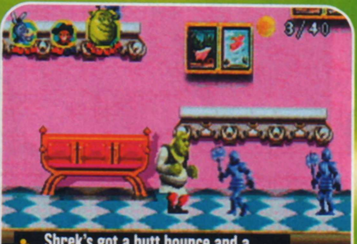
On their own they're a bit crap. Big fat Shrek can't jump very high and that Donkey (what a great name) can't smash things down with his hooves, but put them together and chuck in a few bouncy mushrooms and you've got a decent enough platform pairing.

For the most part, this is another average toon jumper, as you leap over platforms, collect stuff and punch a few pathetic bad guys. But it gets better when Shrek and Donkey work together, with old tube-ears holding mushrooms on his head for Donkey to bounce on and the Donk (unfortunately he hasn't got a wonk), giving Shrek invincibility powers to pass those hard-shelled enemies.

Sometimes it gets pretty tricky, and the boss levels are irritating, but once you've got the hang of Shrek holding stuff for Donkey to jump on, you'll sail through. As usual with these toon GBA games, it's far too easy.



Sometimes you'll need to use Donkey and Shrek to shove blocks together.



Shrek's got a butt bounce and a weaker punch than Audley Harrison.

Nice working together vibe, but too simple. **65%**

REVIEWER: Tom East

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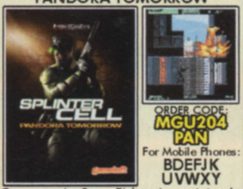

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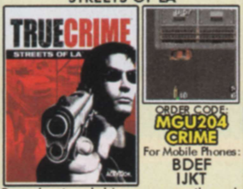

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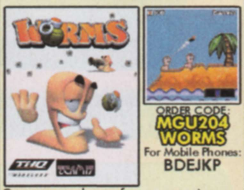

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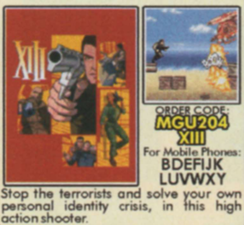
XIII



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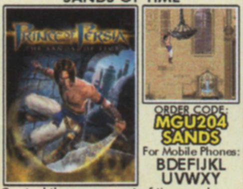

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Control the movement of time and save the day in this classic platform adventure.

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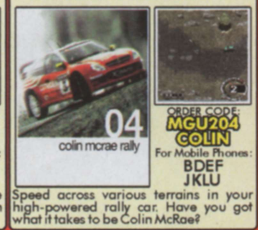

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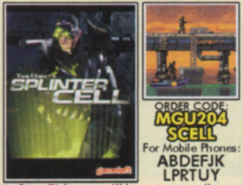

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As Sam Fisher, you'll have to use all your skill to take down the terrorists, just don't get caught.

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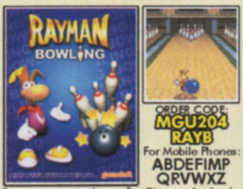

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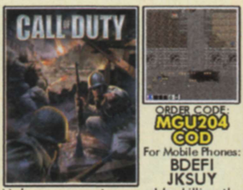
Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

CALL OF DUTY



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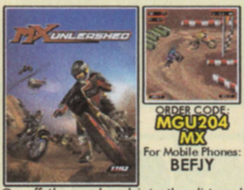
Make your country proud by killing the enemy menace, in this exciting World War II game.

MX UNLEASHED™



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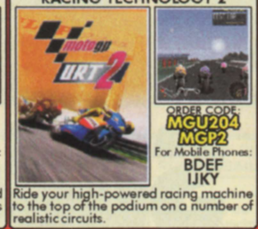

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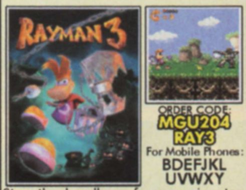

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Stop the hoodlums from causing too much havoc in Rayman's latest adventure.

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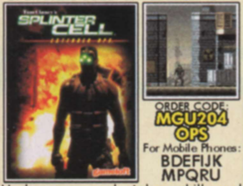

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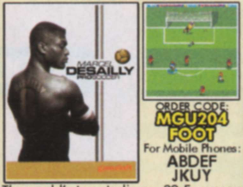

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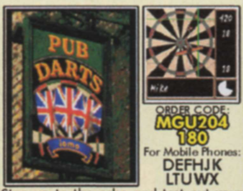

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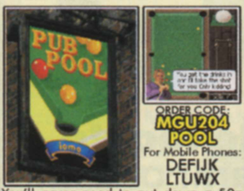
For Mobile Phones: DEFHJK LTUWX

Step up to the oche and test out your darts skills. Have you got what it takes to score 180?

PUB POOL



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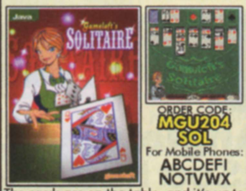
You'll never need to put down a 50p piece again, 'cos this pool table will be all yours.

SOLITAIRE



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The cards are on the table, and it's up to you to take them all off again. Can you deal?

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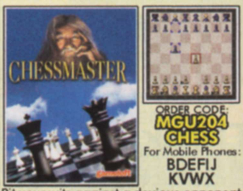

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Pit your wits against a devious opponent and see if you can become a grand master

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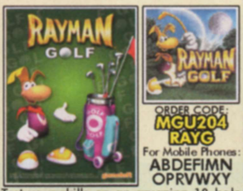

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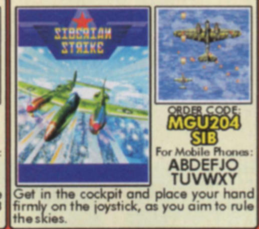

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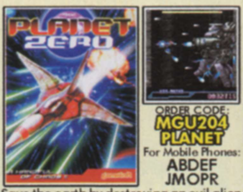
Get in the cockpit and place your hand firmly on the joystick, as you aim to rule the skies.

PLANET ZERO



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Save the earth by destroying an evil alien race with this side-ways scrolling old-school shoot-em-up.

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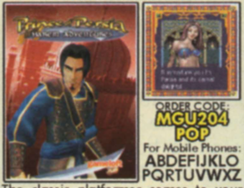

ORDER CODE: **MGU204 POP**
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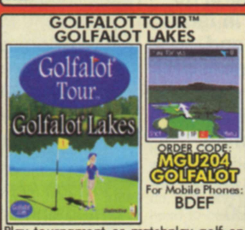
The classic platformer comes to your mobile. Battle your way past deadly traps and fiendish puzzles.

GOLFALOT TOUR™ GOLFALOT LAKES



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Play tournament or matchplay golf on the move! Play in 2D or 3D with fantastic sound effects and true to life rules.

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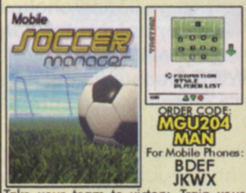

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For Mobile Phones: BDEF JKWX

Take your team to victory. Train your team, control your budget, seek sponsorship and much more.

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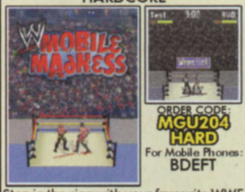

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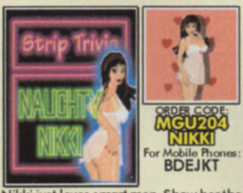
Step in the ring with your favourite WWE superstars and prepare to lay the smack down!

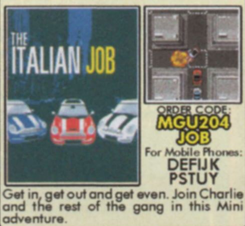
NAUGHTY NIKKI



ORDER CODE: **MGU204 NIKKI**
For Mobile Phones: BDEJKT

Nikki just loves smart men. Show her the size of your IQ, and she may just show you something in return.

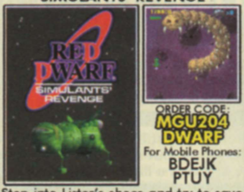
THE ITALIAN JOB



ORDER CODE: **MGU204 JOB**
For Mobile Phones: DEFIJK PSTUY

Get in, get out and get even. Join Charlie and the rest of the gang in this Mini adventure.

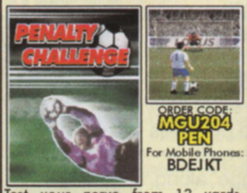
RED DWARF: SIMULANTS' REVENGE



ORDER CODE: **MGU204 DWARF**
For Mobile Phones: BDEJK PTUY

Step into Lister's shoes and try to save Starbug from an onslaught of Simulant Smegheads.

PENALTY CHALLENGE



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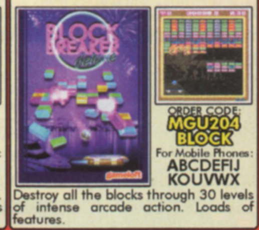

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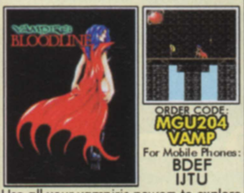

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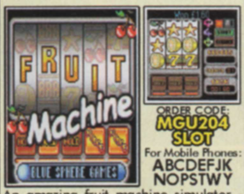

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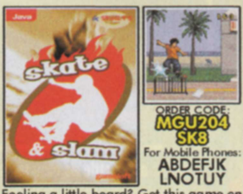

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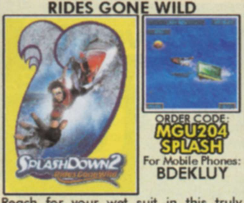

ORDER CODE: **MGU204 SPLASH**
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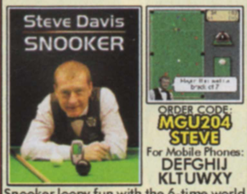
STEVE DAVIS SNOOKER



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For Mobile Phones: DEFGHIJ KLTUWXY

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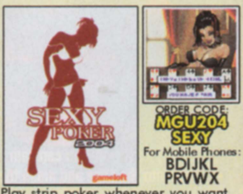
SEXY POKER 2004



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6800 = D
7210 = D
7210i = D
7250 = D
7250i = D
3650 = E
3660 = E
7650 = E
NGage = E
6600 = F

SAMSUNG
Z100 = G
Z105 = H
E700 = I
S300 = S

SHARP
GX10 = J
GX10i = J
GX20 = K
GX30 = L

SIEMENS
C60 = M
C55 = N
M50 = O
M55 = P
S55 = P
SL55 = Q
MC60 = R

MOTOROLA
T720 = T
T720i = T
V300 = U
V500 = U
V525 = U
V600 = U

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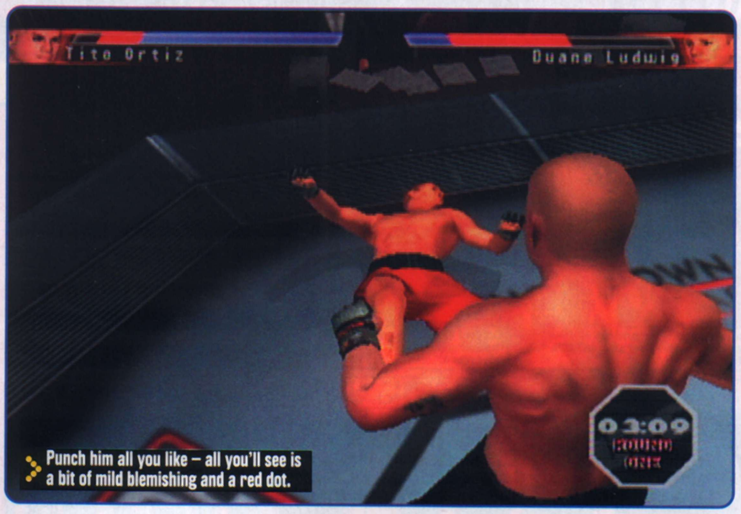
OUT: NOW **FORMAT:** PS2 **PRICE:** £20 **DEVELOPER:** OPUS **PUBLISHER:** TDK



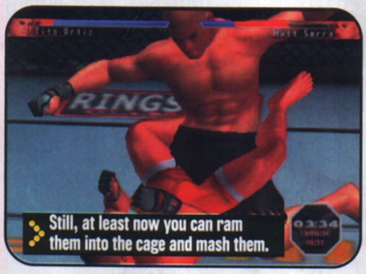
Punch him all you like – all you'll see is a bit of mild blemishing and a red dot.

UFC: Sudden Impact

Think Kurt Angle's ankle lock's dangerous? See Ken Shamrock's...

No posing, no ladders, no table – just knees in faces, guillotine chokes and brutal, brutal violence. UFC might be more realistic than the WWE (because, um, it's real), but it's certainly less entertaining.

And that's sort of the problem with the game, too. In real life, matches can last up to half an hour, 20 minutes of which might be one man sitting on another man, occasionally hitting him in the mouth. In the game, they've cut all this down to 20-second bouts where hammering the buttons works quite a lot. There's a tiny bit of facial damage in the new game, but it's hardly on the scale of *Rocky*. The Story mode's so pointless it's hardly worth the hassle - each 'month' you do one 'challenge' along the lines of 'land one punch on your opponent' to earn a new move. Then, someone from your dojo challenges you to a bout – *and you don't actually play it,* even though that's the point of the game. D'oh, eh? As a bargain update for people who actually know who Tito Ortiz is, *Sudden Impact*'s fine, but for real entertainment you're better off with the men in tights.



Still, at least now you can ram them into the cage and mash them.

REVIEWER: Dave Harrison

Judgement

GRAPHICS	Clever animations – like when the ref drags you away – but nowhere near enough blood.
GAMEPLAY	Bouts are still over in seconds, but it's a bit easier so your mates are more likely to play.
LIFESPAN	Lots of fighters and gyms to unlock, although the Story mode's almost insultingly crap. Pity.

Worth 20 quid if you like fighting and you haven't got the others, but disappointingly short on the stuff that really makes the UFC fun.

Overall

70%

REVIEWER

Bethan Ingram

OUT: NOW **FORMAT:** XB **PRICE:** £30 **DEVELOPER:** SUPERSONIC **PUBLISHER:** EMPIRE

Barged, bombed and blown up, more like – but back for more...

Mashed

Kath threatened to kill Ian and we can't even tell you what Tom said he was going to do to Dave. But that's the fist-clenching, blood-boiling effect of *Mashed*.

Normally such pad-hurling trauma would be a sign of some disastrous flaw – but the way this top-down racer unleashes everyone's inner mentalist is the secret of its addictive appeal.

Even in single-player mode, you just *know* the computer opponents are out to get you as you battle to unlock the game's 13 tracks. Slewing around the foggy, rain-slicked Timgidski course in a fearsome points tug-of-war, your ganged-up AI rivals take on evil personalities, saving their meanest tricks to yank you from the brink of victory. But when you finally nail their ass you get to shoot down their helicopter – eat that, computer scum.

Softography

These guys have also made...

Antz Extreme Racing	68%
Big Mutha Truckers	70%

SUDDEN DEATH

As in older top-down racers like *Micro Machines*, the aim is to beat your rivals to the top of the screen, though instead of the traditional fixed overhead view you're followed by a swooping helicopter camera. The most fun comes from power-ups that give you one of nine weapons, letting you machine-gun everyone ahead or blow-torch tailgaters. Flambé!

The real genius, though, is in the multi-player. Whenever you're barged

More Is Less

As well as revealing new tracks, the single-player challenges unlock new multi-player modes for each course. The basic Battle mode is still the best, but Hold The Flag makes for an interesting change of tactics. Fugitive mode doesn't really contribute very much, though.

▲ Chase and battle as normal, but you only get a point if you win *and* you're the 'fugitive'. Er, OK.

Summon fiery death and take sweet revenge on your 'mates' – ha ha ha!

PREVIOUSLY IN GamesMaster

Missed a copy of *GM* and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at-a-glance perusal! Inside the *GM* records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

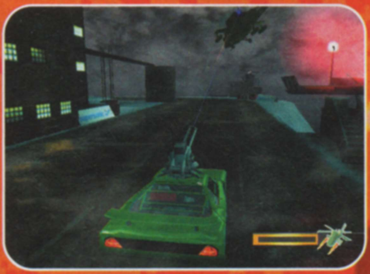
HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

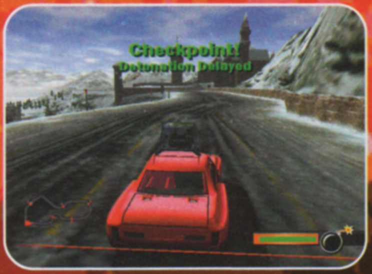
#148 JULY '04

ONIMUSHA 3	(PS2)	89%
PERIMETER	(PC)	86%
SONIC ADVANCE 3	(GBA)	85%
SMASH COURT TENNIS 2	(PS2)	85%
MARIO GOLF: TOADSTOOL TOUR	(GC)	81%
HARRY POTTER: AZKABAN	(PS2)	80%
F-ZERO: GP LEGEND	(GBA)	80%
MTV MUSIC GENERATOR	(PS2)	77%
HIGHWAY TO THE REICH	(PC)	76%
.HACK//MUTATION	(PS2)	74%
WAY OF THE SAMURAI 2	(PS2)	70%
GALLEON	(XB)	68%
BREAKDOWN	(XB)	66%
SHINING FORCE: DARK DRAGON	(GBA)	65%
HARRY POTTER: AZKABAN	(PC)	63%
DRAKENGARD	(PS2)	60%
SYPHON FILTER: OMEGA STRAIN	(PS2)	57%
GRAN TURISMO 4: PROLOGUE	(PS2)	56%
SAMURAI JACK	(PS2)	54%
RIDING SPIRITS	(PS2)	49%
MALICE	(PS2)	45%
DIGIMON RACING	(GBA)	45%

SPECIAL FEATURES: NONE
OTHER FORMATS: PS2, PC
CALL: 020 8343 7337
PLAYERS: 1-4



▲ Single-player has challenges like 'Kill the Copter' and 'Beat the Bomb' to make things more interesting.



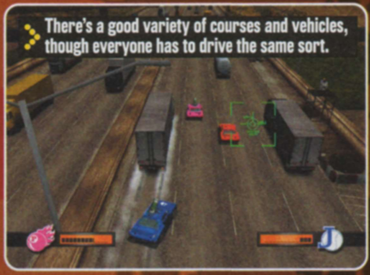
▲ The camera sits right behind the car for some challenges, which makes the controls seem slightly odd.

off or blown up, you then control a crosshair that lets you summon air-strikes against the smug git who oil-slicked you into a mine. Who's laughing now, toast-boy?

Mashed isn't without niggling flaws – there's some slowdown in multi-player, particularly in the traffic-filled Ventura Boulevard, the camera sometimes fixes annoyingly on an AI opponent and the Texas-accented taunts are mindlessly repetitive, but it's still the best multi-player fix since *Mario Kart*.

We're off to play more – but first we have to find Dave. No-one's seen him since Tom followed him out of the building last night…

> "…you control a **crosshair** that lets you **summon air-strikes** against the **smug git**…"



There's a good variety of courses and vehicles, though everyone has to drive the same sort.

Judgement

GRAPHICS Nothing ground-breaking, especially for Xbox, but smooth enough with some nice tracks.

GAMEPLAY The air-strikes make the multi-player something special, but it's all tense and challenging.

LIFESPAN It won't take too long to unlock everything, but the multi-player is everlasting.

Mashed is good, tense fun in single-player and it's addictive multi-player gold. Like racing? Got three mates? Get this.

Overall

87%

And if we've missed anything here's our…

Reviews Round-up

GT-R 400 32%

It's a budget game, so we could forgive the measly 16 circuits and two car manufacturers, but it's the sticky car handling that really lets the game down. Cheap, but very shoddy racing.

FORMAT: PS2 BY: MIDAS PRICE: £15

RISE OF NATIONS: THRONES AND PATRIOTS 87%

Following on from last year's original and excellent game, *T&P* isn't good because it adds new nations and units, but because it has some totally absorbing historical campaigns.

FORMAT: PC BY: MICROSOFT PRICE: £30

GORKY ZERO 45%

Bad name and sadly, pretty bad game. This is a stealth-'em-up that infuriates more than entertains. It looks decent but enemy AI is bad and you get spotted even when hidden.

FORMAT: PC BY: JOWOOD PRICE: £20

CYCLONE CIRCUS: POWER SAIL RACING 21%

It's full of colours and wackiness, but racing around in yachts that are as twitchy as this is far from bright and breezy. In fact, it's torture. Don't be fooled by the okay visuals – it's bad.

FORMAT: PS2 BY: PLAYLOGIC PRICE: £30

ULTIMATE MINDGAMES 40%

It doesn't have Derren Brown, but it does have 15 games such as chess, backgammon, mahjong and a variety of card games. Some are mildly entertaining but it's s-l-o-w and looks ropey.

FORMAT: PS2 BY: MIDAS PRICE: £15

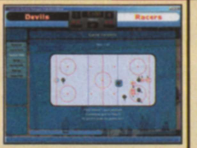
NAVAL OPS: COMMANDER 61%

With better battles and visuals, *Commander* could have been great. But too much time is spent building and arming your fleet with little reward for all your hard work.

FORMAT: PS2 BY: KOEI PRICE: £40

NHL EASTSIDE HOCKEY MANAGER 74%

Competent and interesting management sim in the style of *Champ Manager*. Only one problem: it's about ice hockey. Probably a world of fun for the hardcore, but just leaves us cold.



FORMAT: PC BY: SEGA PRICE: £30

WORLD CHAMPIONSHIP SNOOKER 2004 72%

It gets lots right – the ball physics are done well and there's lots to do, including playing head-to-head online. But even for snooker, it's slow, and it takes an age to play a shot.

FORMAT: PS2 BY: CODEMASTERS PRICE: £40

DANCE: UK EXTRA TRAX 55%

If you've got the dance mat and headset, this might be worth a look if just for Jamelia's *Superstar* and Rachel Steven's *LA Ex*. But 12 tracks for £20? And *Singstar* is miles better.

FORMAT: PS2 BY: BIG BEN PRICE: £20

WORLD CHAMPIONSHIP RUGBY 74%

As far as rugby simulations on the PC go, this is a good 'un. Options galore and an excellent challenge mode. It's let down slightly by fiddly controls and ropey visuals.

FORMAT: PC BY: ACCLAIM PRICE: £35

BLITZKREIG: BURNING HORIZON 64%

This standalone expansion features 18 campaign missions and plenty of real-time WW2 sneaking and sniping. It's totally accessable, but lacking multi-player and crude in parts.

FORMAT: PC BY: CDV PRICE: £20

POWERDROME 61%

On the Xbox, we were well impressed with Powerdrome, but the PS2 version isn't quite as good. It doesn't look as impressive, although this super speedy racer will still impress purists.

FORMAT: PS2 BY: EVOLVED PRICE: £30

#147 JUNE '04

MANHUNT	(XB)	92%
RALLISPORT CHALLENGE 2	(XB)	91%
LEGEND OF ZELDA: FOUR SWORDS	(GC)	90%
TOCA RACE DRIVER 2	(XB)	89%
FINAL FANTASY 11	(PS2)	86%
BOKTAI: THE SUN IS IN YOUR HAND	(GBA)	86%
RED DEAD REVOLVER	(PS2)	85%
STEEL BATTALION: LINE OF CONTACT	(XB)	84%
PAINKILLER	(PC)	84%
HITMAN: CONTRACTS	(PS2)	84%
SERIOUS SAM: NEXT ENCOUNTER	(PS2)	83%
SING STAR	(PS2)	80%
THE SUFFERING	(PS2)	80%
WORLD WAR ZERO: IRON STORM	(PS2)	75%
POWERDROME	(XB)	73%
VAN HELSING	(XB)	70%
ONIMUSHA BLADE WARRIORS	(PS2)	68%
UEFA EURO 2004	(PS2)	67%
ENGLAND INTERNATIONAL FOOTBALL	(XB)	57%
MUPPET PARTY CRUISE	(PS2)	56%
STAR TREK: SHATTERED UNIVERSE	(PS2)	48%
SEVEN SAMURAI 20XX	(PS2)	34%

#146 MAY '04

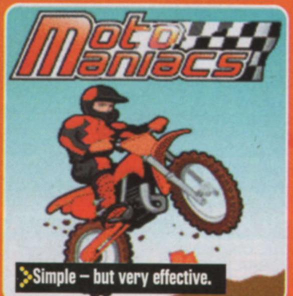
ONIMUSHA 3	(PS2)	92%
POKEMON COLOSSEUM	(GC)	90%
NINJA GAIDEN	(XB)	88%
UNREAL TOURNAMENT 2004	(PC)	87%
FAR CRY	(PC)	85%
SPLINTER CELL: PT	(GBA)	84%
FIGHT NIGHT 2004	(PS2)	81%
BATTLEFIELD VIETNAM	(PC)	80%
POOL PARADISE	(GC)	76%
YU-GI-OH! POWER OF CHAOS	(PC)	73%
MTX MOTOTRAX	(PS2)	70%
WORLD CHAMPIONSHIP RUGBY	(XB)	66%
DEAD MAN'S HAND	(XB)	61%
UNREAL 2: THE AWAKENING	(XB)	60%
TENCHU: RETURN FROM DARKNESS	(PS2)	60%
RISE TO HONOUR	(PS2)	57%
BAD BOYS 2	(PS2)	57%
KNIGHTS OF THE TEMPLE	(PS2)	55%
TEENAGE MUTANT NINJA TURTLES	(XB)	50%
POKEMON CHANNEL	(GC)	45%
GLASS ROSE	(PS2)	42%
DRAGON BALL Z: TAIKETSU	(GBA)	42%

MOBILE MASTER

Still using your mobile to talk to people? Geez – that's so last century! Get with the programme with *GM*'s regular look at mobile gaming!

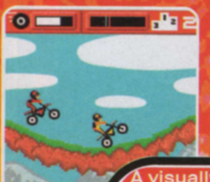
MOTO MANIACS

PUBLISHER: MORPHEME
WEB: WWW.MORPHEME.CO.UK



Simple – but very effective.

Kickstart was a budget Spectrum game from the 1980s – a side-on-viewed motocross stunt game where you guided your bike over various hills, dips and ramps trying not to fall off in a messy heap of body and machine parts. Well *Moto Maniacs* is a very simple, yet carefully designed and entertaining, mobile phone version. The skill is in keeping your bike level as you go through the series of rollercoaster-like tracks, occasionally pulling somersaults to earn trick points. Up does a wheelie, down points the bike's nose, er, down. And when you get fed up of the circuits on offer there's even a track editor to make your own. That's it. Simple, but fun.

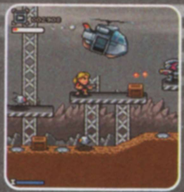


A visually basic stunt-bike romp. **80%**

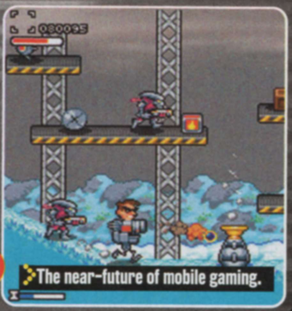
FATAL FORCE

PUBLISHER: MACROSPACE
WEB: WWW.MACROSPACE.COM

The phrase 'platform-based scrolling shooter' may not fill you with gushing excitement. However, this example of the ageing genre is a polished gem with big, chunky graphics, smooth responsive controls and an amusing collection of weapons ranging from shotguns to flame-throwers. Most importantly, there's a two-player Bluetooth option so you can sit within 30m of a pal (who also owns the game) and play various Deathmatch modes. At the moment only owners of Nokia's 6600 and 6230 handsets can join in the Bluetooth action, but the next generation of Nokia phones, plus the fab Sharp GX30, will support the service over the next few months.

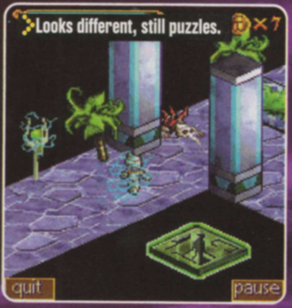


Retro blast with cool Bluetooth. **85%**

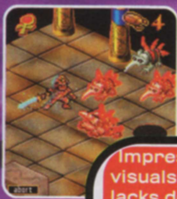

The near-future of mobile gaming.

SPHINX AND THE CURSED MUMMY

PUBLISHER: MADTAP
WEB: WWW.MADTAP.COM


Looks different, still puzzles.

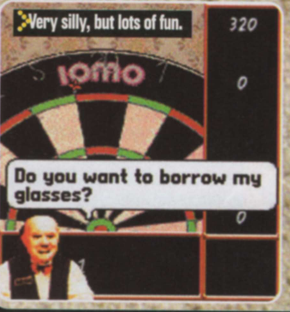
Most mobile conversions of big console games make a decent effort to mimic their selling points – even if the visuals are stripped down. And *Sphinx and the Cursed Mummy* is no exception. Just like in the PS2 version, you control Sphinx and Mummy at different points, using their contrasting skills to solve puzzles, fend off baddies and make progress. Here though, the original's lavish 3D ancient Egyptian universe becomes a sparse, slightly repetitive isometric domain, and the four-way controls are cripplingly unresponsive at times (this will depend a lot on your handset – we were using a Nokia 3650). It's quite an ambitious endeavour, though, and the puzzles will challenge you for a while.



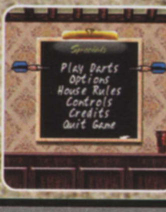
Impressive visuals, but lacks depth. **75%**

PUB DARTS

PUBLISHER: IOMO
WEB: WWW.IOMO.COM


Very silly, but lots of fun.

While other mobile darts games (yes, there are more) simply present you with a board and a woggly cursor that you have to click on when the dart approaches the area you want, *Pub Darts* is more skill-based – you have to watch the two lines moving over the area of the board you've selected, and when the crosshairs meet over, say, the triple twenty, you hit the button to throw. It's all about intricate timing, you see. Okay, very basic, but the amusing touches – like the tacky pub wallpaper in the background and the occasional comments form the barman – freshen up the formula, plus you can play against a mate by passing the handset back and forth. You have to supply your own beer gut.



Daft but strangely compelling. **74%**

REVIEWER: Keith Stuart

MOBILE ALERT...

ATTACK OF THE RETRO LICENCES

Lurking in the quieter corners of last month's E3 expo were dozens of mobile developers showing off their latest wares. Two major themes emerged: conversions of the latest console hits and re-makes of classic arcade titles. THQ Wireless, for example, have bought themselves a stash of old Midway coin-op licences, including *Joust* and *Defender*, and are also bringing Atari's mid-'80s marvel *Marble Madness* to mobile. UK-outfit Ifone, meanwhile, are to force the famed Codemasters driving series *Micro Machines* onto your handset. As for the new stuff, Jamdat have signed a deal with Microsoft to create mobile versions of *Rallisport Challenge 2*, *Amped* and *Top Spin*, while Gameloft will continue their excellent series of Tom Clancy titles with a handheld *Rainbow Six 3* and, later, *Splinter Cell X*. Finally, US mobile publishers Sorrent have rights for a *Driver 3* conversion – and this title should make it over to Blighty as the company have recently opened an office here. So mobile gaming has grown up and its all licences and conversions from now on! Erm, hurrah...

GIZMONDO...

While the main focus of this year's E3 was the battle between Sony's PSP and Nintendo's DS, these weren't the only sexy new handhelds grappling it out on the show floor. Electronic toy manufacturer Tiger Telematics revealed prototypes of their weirdly named Gizmondo (previously known as Gametrac), a powerful multimedia machine complete with 400Mhz processor, 64bit graphics processor, digital camera and multimedia messaging, as well as MPEG 4 and MP3 players. Most interestingly, it has GPS capabilities, so you can be tracked wherever you take it. One of the first games on the machine – named *Colours* – is set to support this feature; it's a multiplayer urban warfare sim where you and your team mates take control of real geographic areas. Similar 'location-based' games have been a massive hit in Europe, and watching red-faced gamers huffing and puffing around your local shopping centre, shouting "this area is now mine, all mine!" sounds like fun. Expect a late summer release at around £250.

MOBILE TOP 5...

THE FIVE TITLES YOU MUST HAVE ON YOUR JAVA PHONE!

1. **SPLINTER CELL: PANDORA TOMORROW (GAMELOFT)** Polished stealth platforming with Sam Fisher and his gadgets of death.
2. **PRINCE OF PERSIA: SANDS OF TIME (GAMELOFT)** Yet more luscious platform frolics from masterly Frenchies Gameloft.
3. **CALL OF DUTY (MFORMA)** Ambitious if sometimes fiddly squad-based shooter.
4. **ANNO 1503 (ELKWARE)** Deep(ish) strategy gameplay on your phone, courtesy of this grog-splashing pirate romp.
5. **LEMONADE TYCOON (JAMDAT)** And another dose of strategy, this time challenging you to build your own fizzy pop empire.

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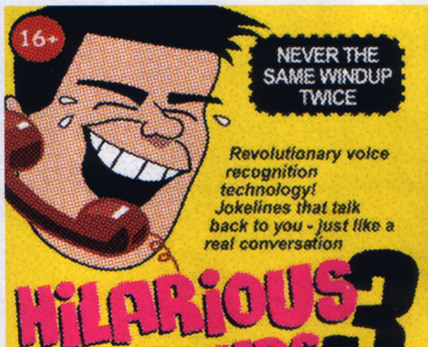
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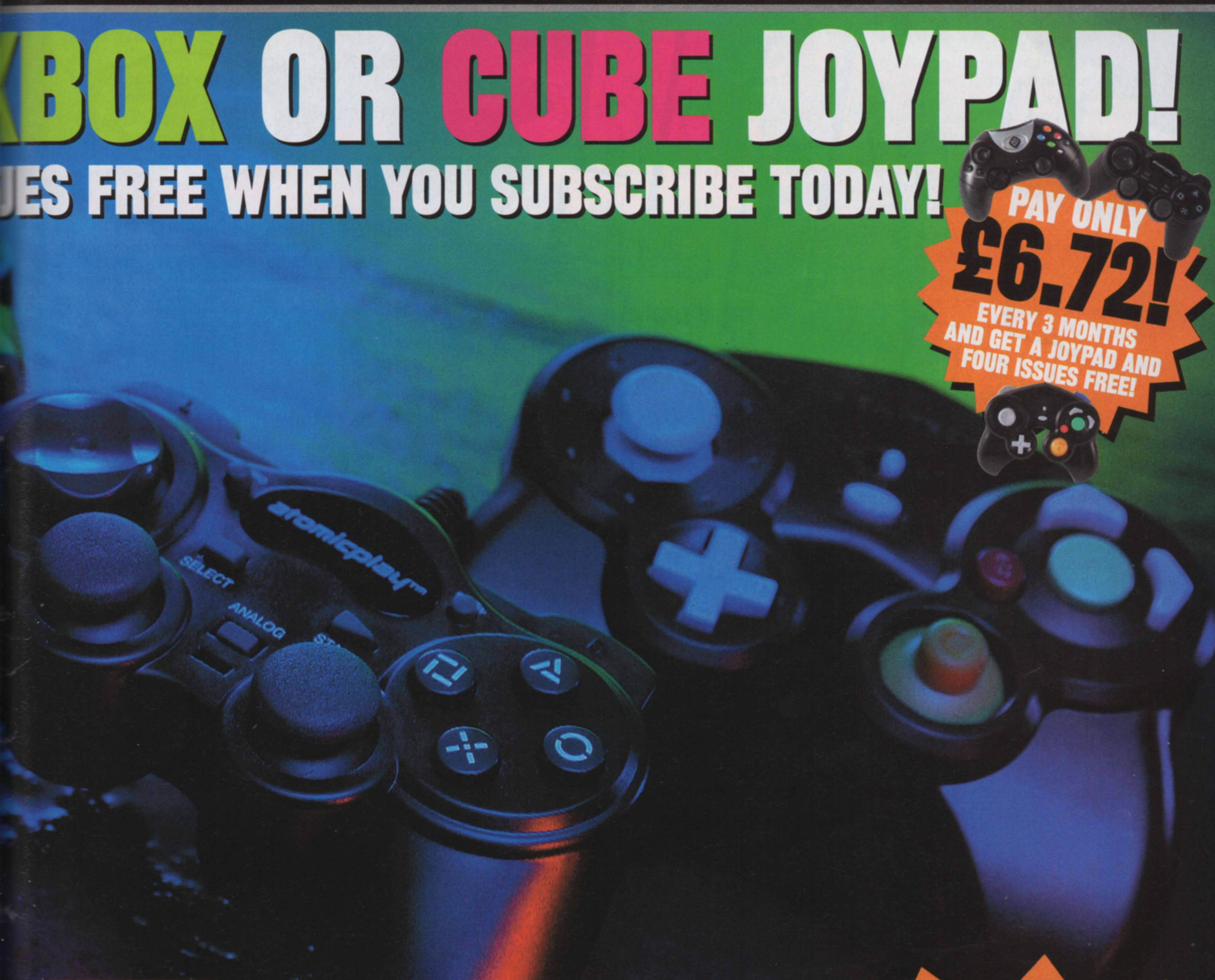

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SUMMER OF SAM

If there's one thing better than rampaging around shooting the proverbial excrement out of stupid-looking beasties, it's rampaging around shooting the proverbial excrement out of stupid-looking beasties while looking something of a jester yourself.

No offence to Sam, but as T-shirts go his is on a par with 'Frankie Says Relax', or 'Girl Bait' in the trend-free fashion stakes – but hey, we're not going to argue with him (he has a gun, after all). But nevertheless you could win his bomb-emblazoned garment by entering this simple competition. Oh, and by way of sympathy, our sponsors, Take 2 Interactive, have also bunged a huge TV, a silver PS2, a GameCube *and* a GBA SP into the prize booty as well. So, to be in with a shot at winning, just answer the following question and send it to us, via one of the three methods below, by 31st August 2004.

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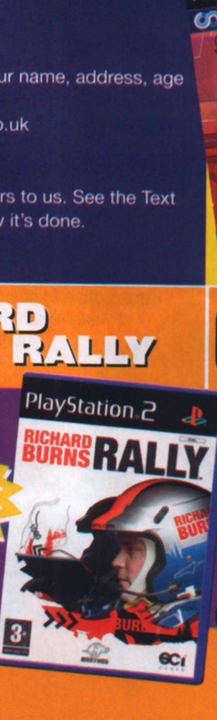
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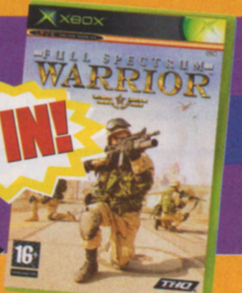

PC CD THIEF: DEADLY SHADOWS

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c) Mario

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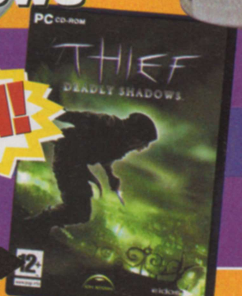

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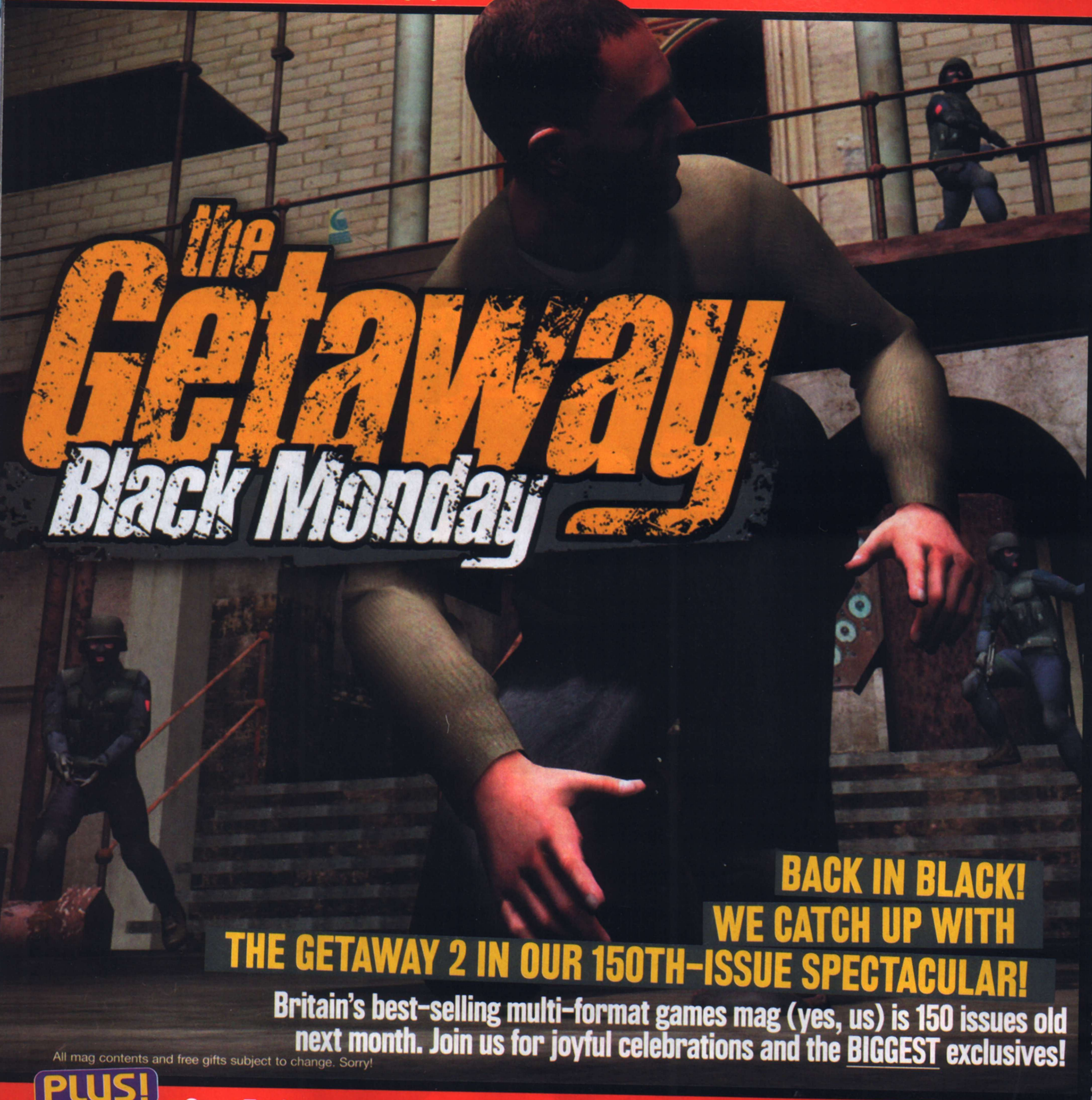

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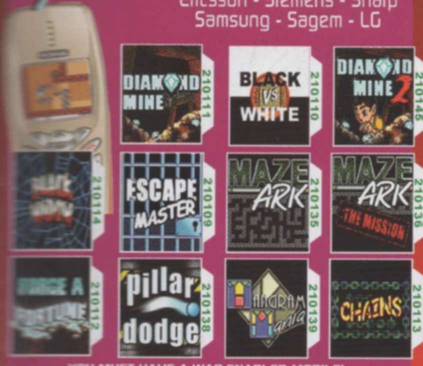
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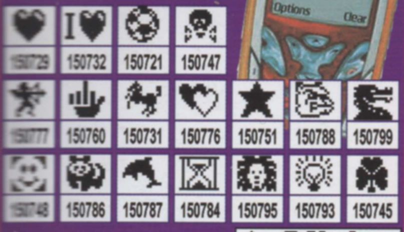
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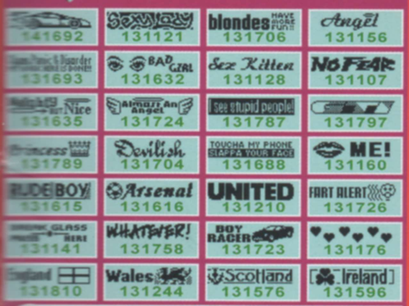
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chart

LEFT OUTSIDE ALONE - anastacia	113616
TOXIC - britney spears	113435
WILD BOYS - phixx	114145
MYSTERIOUS GIRL - peter andre	113591
SUPERSTAR - jamelia	113055
MANDY - westlife	113228
CRASHED THE WEDDING - busted	113151
MUSICOLOGY - prince	113915
CALL YOU SEXY - vs	114161
MAD WORLD - m. andrews ft g. jules	113303
5 COLOURS IN HER HAIR - mcfly	113743
CRICKETS SING FOR .. - emma b	113877
BLOOD SWEAT AND TEARS - v	114147
THE SUN HAS COME. - sam & mark	114149
BREATHE EASY - blue	113599
ALL THIS TIME - michelle mcmanus	113437
WHITE FLAG - dido	112837
LEAVE RIGHT NOW - will young	113195
AIR HOSTESS - busted	113414

hip hop

WHERE IS THE LOVE - the blk eyed peas	112890
CH-CHECK IT OUT - the beastie boys	113936
HEY YA - outkast	113176
P.I.M.P - 50 cent	112599
THROUGH DA WIRE - kanye west	113622
SHUT UP - the black eyed peas	113123
GANGSTERS PARADISE - coolio	111128
SLOW JAMZ - twista ft kanye west &..	113427
HEY MAMA - the black eyed peas	113460
MILKSHAKE - kelis	112885
I KNOW WHAT.. - b. rhymes ft m. carey	112561
THE WAY YOU MOVE - outkast	113173
IF I CANT - 50 cent	112601
SHE WANTS TO MOVE - n.e.r.d	113539
X GONNA GIVE IT TO YA - dmx	112617
FORGET ABOUT DRE - dr dre	111138
INTO YOU - fabolous	112916
8 MILE - eminem	112376
WANNA GET TO KNOW YOU - g-unit	113803
SUGA SUGA - baby bash ft frankie j	113106
99 PROBLEMS - jay z	113989

dance

COME WITH ME - special d	113678
FEELING FINE - ultrabeat	113288
FLY ON THE WINGS OF LOVE - xtm	112705
PRETTY GREEN EYES - ultrabeat	112877
RHYTHM IS A DANCER - snap vs cj stone	112485
I LIKE IT - narcotic thrust	113844
BOYS OF SUMMER - dj sammy	112387

reggae

TURN ME ON - kevin lyttle	113100
I'M STILL IN LOVE.. - sean paul ft sasha	113410
DUDE - beenie man feat ms thing	113702
GET BUSY - sean paul	112634

rock

SWEET CHILD O MINE - guns n roses	111258
THIS LOVE - maroon 5	113842
BLACK BETTY - spiderbait	113761
NOVEMBER RAIN - guns n roses	112596
BAT OUT OF HELL - meat loaf	111286
I BELIEVE IN A THING... - darkness	112972

kids tv

SCOOBY DOO	111142
BANANA SPLITS	112578
RHUBARB & CUSTARD	111623
WINNIE THE POOH	111613
LOONEY TUNES	111151
THE LITTLEST HOBO	113601
HONG KONG PHOOEY	113642
ITCHY & SCRATCHY SHOW	111301

SFX txt Alerts

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Train Horn	221532	Doorbell	221520
SubDive	221531	Sci-Fi Gun	221519
Miata Horn	221530	Machine Gun	221518
Traffic Jam	221529	Laser	221517
Car Horn	221528	Falling Bomb	221516
Bicylce Horn	221527	Big Explosion	221515
Ambulance	221526	Big Ben	221514
Wolf Whistle	221525	Battle Cry	221513
Evil Laugh	221524	Gun Shot	221512
Beer Burp	221523	Wolf	221511
Ahem	221522	Sparrow	221510

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essential tones

IN DA CLUB - 50 cent	112440
HEAVEN - dj sammy	112229
THE LOGICAL SONG - scooter	111965
SATISFACTION - benny benassi	112751
DILEMMA - nelly ft. kelly rowland	112221
CRAZY IN LOVE - beyonce knowles	112707
LOSE YOURSELF - eminem	112289
CASTLES IN THE SKY - ian van dahl	111270
BECAUSE I GOT HIGH - afroman	111454
YOU'RE A SUPERSTAR - love inc	112329
A LITTLE LESS CON.. - elvis	

r & b

F*** IT (I DON'T WANT..) - eamon	113519
BOUNCE - sarah connor	114025
YEAH - usher feat ludacris & lil jon	113546
I DON'T WANT TO KNOW - mario winans	113805

Nu-metal

I MISS YOU - blink 182	113552
BEHIND BLUE EYES - limp bizkit	113309
MY IMMORTAL - evanescence	113277
NUMB - linkin park	112886
BRING ME TO LIFE - evanescence	112651

urban

JUS A RASCAL - dizzee rascal	113220
I LUV YOU - dizzee rascal	112826
AINT WHAT YOU DO - big brovaz	113251
FIX UP LOOK SHARP - dizzee rascal	112937
FAVOURITE THINGS - big brovaz	112560
SCANDALOUS - mis-teeq	112444
HEARTLESS THEME - heartless crew	111942
WHY - heartless crew	112938
BROKEN SILENCE - so solid crew	112969
DON'T MUG YOURSELF - the streets	112273
BABY BOY - big brovaz	112859
WE WANNA THANK YOU - big brovaz	113801
GIRLFRIEND'S STORY - gemma fox	113952

party time

CHA CHA SLIDE - dj casper	113506
BUILD ME UP..- the foundations	113009
I'M YOUR MAN - shane richie	113289

Themes

BIG BROTHER	111342
I'LL BE THERE.. - the rembrandts	111152
ONLY FOOLS & HORSE	111369
THE SIMPSONS	111132
EXORCIST	111871
MISSION IMPOSSIBLE	111121
THE A TEAM	111115
PHOENIX NIGHTS	112364
ROCKY - jogging theme	112481
DIRTY DANCING	111249
ROCKY - main theme	111141
AXEL F - beverley hills cop	111601
GOOD BAD & THE UGLY	111181
MUPPETS	111134
KNIGHT RIDER	111127
PINK PANTHER	111133
SEX AND THE CITY	111673
BENNY HILL	111139
JAMES BOND	111119
HALLOWEEN H20	111858
STUCK IN THE MIDDLE .. - stealers wheel	113323
FOOTLOOSE	113937
TOP GUN	111860
THE OC - CALIFORNIA - phantom planet	113967
THE TERMINATOR	111602
ALWAYS LOOK ON THE..- monty python	113865
BAD GIRLS	113924
JACKASS	112554
LORD OF THE RINGS - title music	113862
PHAT PLANET - leftfield	113012
AIRWOLF - airwolf	111868

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HOT TONES

I LOVE THEM HOES - eamon	114088
F.U.R.B - frankee	113917
6 IN THE MORNING - d12	114151
LUV IS COOL - system of life	113985
MY BAND - d12 #	113795
BURN - usher	113800
TAKE ME TO THE..- lmc vs u2	113456
ROSES - outkast	113806
YOU'RE FIT BUT DON'T .. - the streets	113880
TRICK ME - kelis	113804
LETS GET IT STARTED - the blk eyed peas	113232
ON MY KNEES - the 411	113925
BREAKING THE HABIT - linkin park	113955
EVERYTIME - britney spears	114022
IT CAN'T BE RIGHT - 2 play ft raghav	113973
INSANIA - peter andre	113590
LAST DROP - kevin lyttle	113914
MASS DESTRUCTION - faithless	113959
EVERYBODY'S FOOL - evanescence	113833
DOWN - blink 182	113944
3 AM - busted	113975
CHOCOLATE - kylie minogue	113977
CRUSH - paul van dyk	113866
BUBBLIN' - blue	113980
CAUGHT IN A MOMENT - sugababes	113979
TOUCH ME - angel city ft lara mcallen	113969
IN THE PARK - demon ft awa	113958
MY HAPPY ENDING - avril lavigne	114136

FOOTBALL FEVER!

FOOTBALL RINGTONES

ALL TOGETHER NOW - The Farm	113982
SOCCER AM CATWALK - Mr Big Stuff	112559
YOU'LL NEVER WALK ALONE #	111351
VINDALOO - Fat Les	111349
3 LIONS - Baddiel & Skinner	111494
THE GREAT ESCAPE	111354
SVEN SVEN SVEN - Bell & Sperling*	111470
EAT MY GOAL - Collapsed Lung	111356
NESSUN DORMA - Luciano Pavarotti	113863
MATCH OF THE DAY	111126
YOU ARE MY SUNSHINE	114135
CHAMPIONS LEAGUE - Theme	113673
PIGBAG - Perfecto allstars	113257
GLORY GLORY - FOOTIE ANTHEM	111353
I'M FOREVER BLOWING BUBBLES	113653

Colour Pictures

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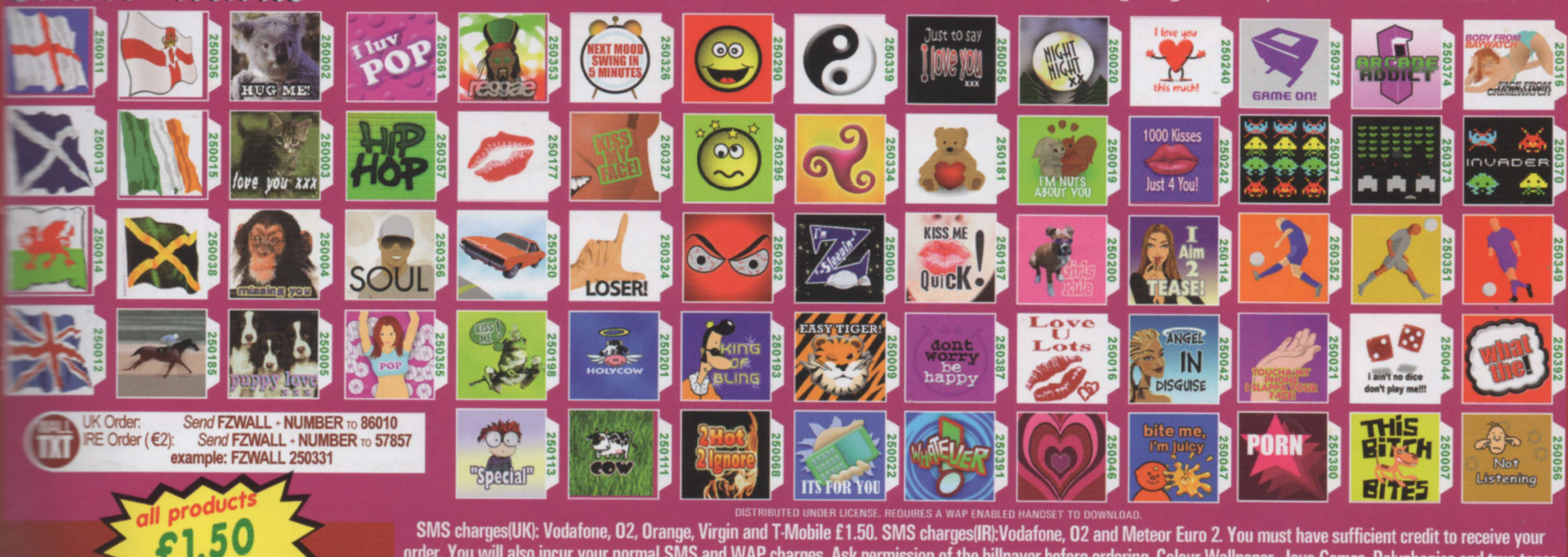
250011
250036
HUG ME!
250002
I luv POP
250361
reggae
250353
NEXT MOOD SWING IN 5 MINUTES
250326
250290
250339
Just to say I love you xxx
250055
NIGHT NIGHT xx
250020
I love you this much!
250240
GAME ON!
250372
ARCADE ADDICT
250374
BODY FROM BAYWATCH FACE FROM CRIMEWATCH
250316
250013
250015
love you xxx
250003
HIP HOP
250357
250177
KISS MY FACE!
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250295
250334
250181
I'M NUTS ABOUT YOU
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1000 Kisses Just 4 You!
250242
250371
250373
INVADER
250370
250014
250038
missing you
250004
SOUL
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250320
LOSER!
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250262
I'm Sleepin'
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KISS ME QUICK!
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Girls Rule
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KISS ME!
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TOUCHA MY PHONE I SLAPPA YOUR FACE!
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250044
what the!
250392
"Special"
250113
cow
250111
2 Hot 2 Ignore
250068
ITS FOR YOU
250022
WHATEVER
250391
250046
bite me, I'm juicy
250047
PORN
250380
THIS BITCH BITES
250007
Not Listening
250056

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